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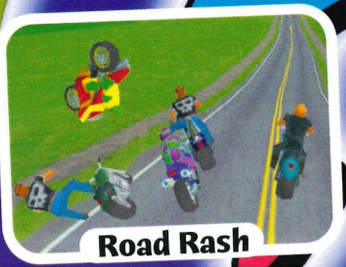
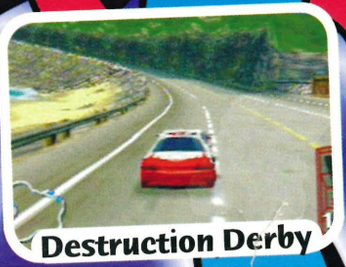
40 Winks


Road Rash


Destruction Derby

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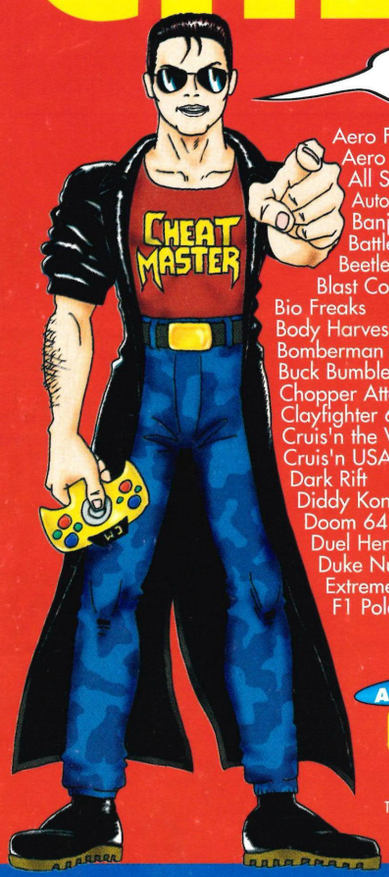

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Mace : The Dark Ages
Madden 64
Mario Karts
Mario Party
Micro Machines 64
Milo's Astro Lanes
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Mischief Makers
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Mortal Kombat 4
Mortal Kombat: Sub Zero
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Multi Racing Championships
Nagano Winter Olympics '98
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NFL Quarterback 98
NHL 99
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Star Wars: Racers
Star Wars: Rogue Squadron
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Vigilante 88
Virtual Chess 64
Virtual Pool
V-Rally
Waialae Country Club
War Gods
Wave Race
Wayne Gretsky's 3d Hockey
Wipeout 64
WCW Vs NWO World Tour
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WWF War Zone
XG2
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GOLDENEYE WALKTHROUGH

CHEATMISTRESS PRESENTS THE ULTIMATE WALKTHROUGH TO THE ULTIMATE GAME

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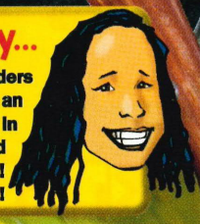
The team...

are, for the most part, rock hard, but just between us readers, the odd creepy crawly beastie gives them the willies! Confession time!

Mark... lives in a house infested by all manner of nasties, and has a horrific head lice problem

Jim... feels a shudder down his spine whenever he comes across a cockroach on holiday. Or in his kitchen!



Noely... fears spiders after an incident in the bath and his privates! Good shot!

Paul... loathes slubs after pulling on his trainers one morning and squishing one with his bare foot!

Tip-X... is terrified of many man-eating insects that inhabit the swamps of his world. The big poof!

Scoop... dreads another flea infestation, after the one that struck him down as a young pup left him both scarred & scared!

Steve... is dead hard and cool (and gets to write this bit) and isn't scared of any thing like that!

Lewis... is petrified of ladybirds, mainly because he struggles to read and they remind him of school!

James... despises bees and wasps because they always have more of a buzz than he does

Nicky... runs away from dragonflies, and fears eating a spider whenever she's brushing her teeth!

The 8 Commandments

N64 PRO will always review games dead honestly, and we'll always ask at least one of you lot for your opinion too!

N64 PRO will be bang up to date with the latest reviews, finest previews and most up to the minute news in every single issue

N64 PRO will scour the galaxy to find each and every new cheat possible for every single N64 game, even if it kills us!

N64 PRO team members will never talk down to our readers - even the really thick ones!

N64 PRO will always be written by experts who live and breathe N64 gaming

N64 PRO will always give the most coverage to the best games, and not waste our time - or yours - rambling on about the rubbish ones

N64 PRO will always be the most reader-interactive N64 mag around - giving you the chance to have YOUR say in many different ways

N64 PRO will always feature the latest cheats, and the guides to the games you want to see cracked!

Let's get one thing straight, you are going to **read every single word** of this issue of N64 Pro, and you are going to **enjoy it** or I'll be round asking questions as to why! And then you're going to **go down to your local game shop**, and you will place an order for our game, **Worms**, when it comes out later in the year. That's an order, and if there's one thing us war worms can't stand, it's **maggots like you who disobey orders**! Ooh, it makes me so mad. Etc...

Get in touch! Send your comments, opinions (with photos) to: N64 Pro, FREEPOST, 3038, Macclesfield, Cheshire, SK10 4YE (No stamp required)

OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

Issue 24 August 1999

76 Join the Pro Crew! You'd be daft not to!

16 Leagues No money grabbing opting out allowed here!

THE PRO CREW

COMPO

FREE

10 Pads of joy!

AND WHEELS TOO! Loads of them! In fact, we've got ten Joytech goody bags stuffed full of all sorts of peripheraly goodness. We'd even go as far as to say you'll never need to buy another N64 accessory again as long as you live!

WIN!

Blagger's Guide to Vigilante 8!

Tip-X has looked ridiculous this month wearing an afro wig, but he reckoned it helped him get into character so that he could blow Viggy 8 apart wider than Slick Clyde's bell bottoms!

ENTER THE PRO CREW

38 Reader Reviews
Mates reckon you're a bit of a Dickens? Get it off your chest by writing one of these little babies!

62 Monaco GP Guide
Drive like a champion instead of a madman!

66 Tips, Codes & Cheats
Tip-X nips in with the latest in hot hints, cool cheats and sexy strategies to sort you out!

Regulars

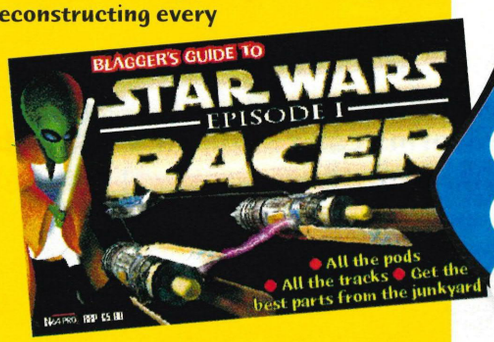
6 News We've got Worms, a bad case of Road Rash and face Carmageddon! We're doomed, doomed I tells ya!

12 Scoop's Gallery of Games
This is the kind of art we like to look at!

Your very own Blagger's Guide to Pod Racer

FREE

Last month was just a taster. This time Tip-X has summoned up all the force could muster and ripped Star Wars: Episode One Racer apart, deconstructing every single track in the galaxy and giving you, yes you, the chance to crush the Dark Side beneath your Jedi boots like the worthless insects they are by er... beating them in a race!



18 Reviews

REVIEW

20 Quake II

26 Mario Golf

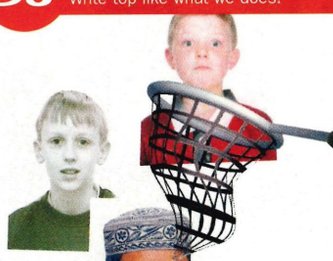
30 World Driver Championship

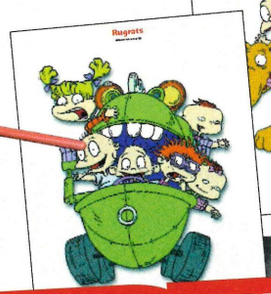
34 Superman

38 **Reader Reviews** Write top like what we does!

86 **Nintendo Park** Mini-reviews on every game!

47 **Posters! Thousands of 'em!** Well, quite a few anyway!





FREE Posters

Rush over to **Game Boy Nation** for some hot Gameboy Color lovin'! It's on p84!

PRO ZONE

70 Pro Arena
Gaming gladiators from around the world battle it out for the ultimate accolade of being top!

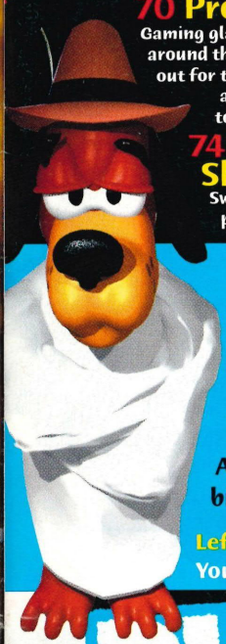
74 Swap Shop
Swaps, shouts and pen pal requests

76 Join the Pro Crew
You won't believe the stuff you get!

78 You reckon?
Strong views and a picture of Buffy!

84 GameBoy Nation
Handheld hijinks with Mazzer & more!

86 Nintendo Park
We've sacked Mark and employed Parky to look after every N64 game ever!



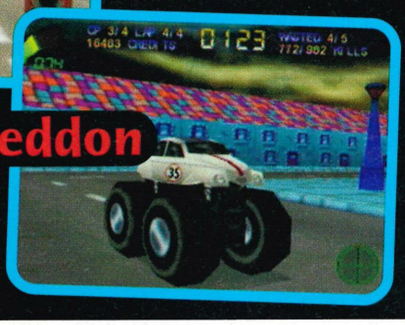
22 Coming Soon...
The biggest and best N64 games ever! And there are tonnes of them! Check out what you'll be playing for the next year!

24 Leagues
A ludicrous request to 'opt out' by one of the big boys has been denied! The Leagues rule!

Left: Scoop's been banged up! You can free him next month!

BLUEPRINT

8 Destruction Derby 64!
Arrived out of the blue but we didn't care! We were having too much fun!



8 Carmageddon
More 'smashingly' enjoyable racing thrills!

WORMS, huh! Good God! What are they good for? Multiplayer gaming, that's what! Rejoice, Nintendo gamers, for the best multiplayer deathmatch action around is coming to a console near you soon! And N64 Pro's got the first look! Our lives will never be the same again...

6

COVER STORY WORMS

NEWS

The Worms Tur

Big news this month's gotta be Worms, but that's not all...

Hot news this month...

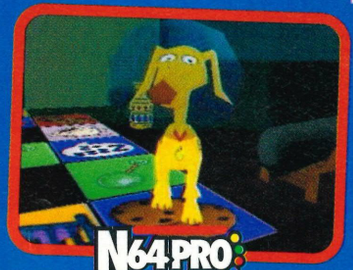
6 Worms Exclusive!
7 Road Rash
8 Michael Owen's WLS
8 Destruction Derby!

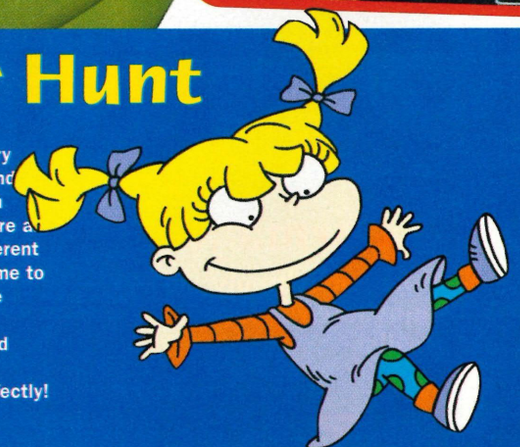
COVERSTORY WORMS

If you think fags are bad for your health, you should try smoking Dynamite

Rugrats Scavenger Hunt

TOMMY, Chuckie, Lil 'n' Phil star in this (anything but boring) board game. All you favourite Rugrats wander around various different playing boards collecting cookies and trying to beat Angelica at her own game. Before you say 'Mario Party', this looks very different with less sub-games and more in-depth boards. There are several different types of game to play and the visuals are fantastic and capture the cartoon perfectly!





n to Nintendo

Watch out! The worms are back and this time they mean business.

THE END of the world is nigh. Armageddon is almost upon us. Run for your lives, lock up your daughters, and especially your sheep. The worms have wriggled onto the N64, which is bad news for birds, anyone who's ever chopped one in half with a spade and canines like myself. But it's bloody good news for gamers, since anyone who's ever experienced the sensation that is Worms will tell you it's the most fun you can have in public with a small pink wriggly thing (Small? You speak for yourself Scoop - Noely) without getting arrested.

Gung Ho Gunplay

Worms Armageddon takes the classic 'gung ho' gameplay, (take control of an army of wrigglers and wage worm warfare against computer opponents or better still friends and family) and chucks in a barrage of explosive new features, an arsenal of new weapons, and a bunker load of brilliant new graphics. Don't worry though we can ensure you that all these changes are for the best and that beneath this new lick of military paint lurks the same horrendously addictive army related antics that has wriggled it's way onto almost every format of computer and console known to man.

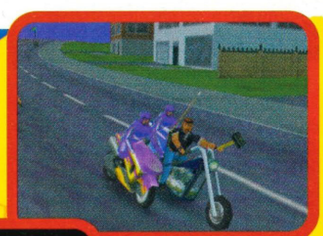
Eat Dirt

And since Worms Armageddon promises to be even more earth shatteringly exciting than the previous games, especially the manic madness that always resulted from multiplayer worms, complete with banana bombs, exploding sheep and god knows what else they decide to bombard us with this time, this is sure to be a hit.

And as if all that wasn't enough of an onslaught, just wait until you get your stubby digits on the Gameboy Color version of the game. Every bit as fun as the N64 game except that you'll now have worms with you wherever you go. Right, can we stop talking about worms now please? I had a particularly nasty bout as a pup once and I'm getting itchy again just at the thought of it. Yeuch!

SCOOPY SNACK
"Worms has wriggled it's way into over 3,000,000 households across Europe"

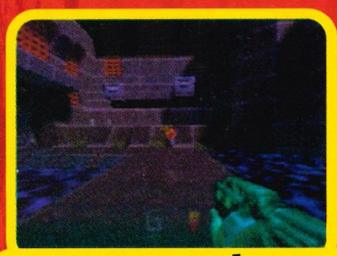
Road Rash 64



GET 'on yer bike' and get ready to race across America on a two-wheeled beast of a bike. Road Rash has been around for donkey's years, but it's still hugely popular and the N64 version should go down a storm! You race along highways dodging traffic and using blunt weapons (lead pipes, snooker cues and hammers) to put the other bikers at a disadvantage (you can't win the race from a hospital's Accident and Emergency unit!) It's still early days for the N64 version but it already looks better than any other that's ever been made.

Charts

Sponsored by GAME



GAME UK Chart

1 - F1 World Grand Prix
2 - Quake 2 (above)
3 - Star Wars: Episode 1 Racer
4 - Rogue Squadron
5 - All Star Tennis

GameBoy Color

1 - Mario DX (above)
2 - Zelda
3 - Rugrats
4 - Wario Land
5 - Harvest Moon

N64 Pro's Most Wanted

1 - Jet Force Gemini (above)
2 - Donkey Kong 64
3 - Resident Evil 2
4 - Perfect Dark
5 - Ridge Racer 64

WIN!

Predict next month's Official UK GAME Chart top 3 and win a £25 GAME gift voucher

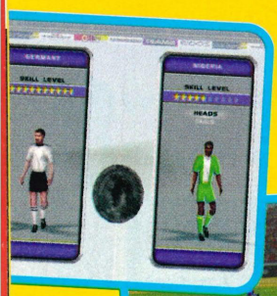
My predictions are as follows...

1
2
3

Name
Address
Postcode
Age

Michael Owen's World League Soccer

WHEN IT comes to world beaters there are few better than Michael Owen. And now the N64 is to get a world beating version of the only footy game with the speedy little scousers seal of approval. We've seen it, played it and revelled in its brilliance. With a netload full of moves, tricks and loads of after-goal celebrations, don't bet against it giving ISS '98 a run for its money. Don't believe me? Well, it's a funny old game!



N64 PRO

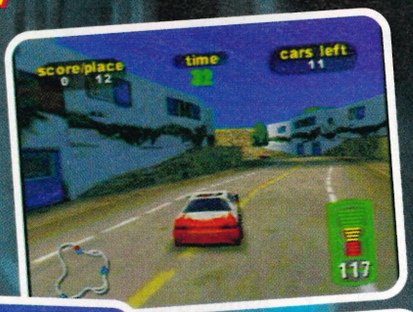
N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!

REVI

26 Multiplayer or single player, Mario Golf is probably the best golf game ever! On any format! A true must-have cart! No messin'!

Destruction Derby 64

WE'VE just got our hands on a 'nearly' finished version of the maddest road racer ever! Instead of trying to swerve around the other cars, you have to bash, crash and head-on smash straight into them! With full on car damage (just watch those car parts fly) and some devious track design this looks set to be one of the best racers yet!



WIN!

Crazy Creepy Crawlies

DO YOU get knackered playing Nagano? Are you pooped from Mario Party? Well if the answer to both is yes and your Nintendo thumb has ballooned to twice it's usual size then we just might have the answer to your gaming needs.

What you need is a Hand Spider Crawler erm...thingy. Now before you go and start laughing out loud, let me explain. This eight-legged arachnoid accessory is none other than 'Rip', star of the perfectly potty Pot Noodle adverts that you may just have seen on TV, featuring Rip and his partner in crime Tibbs. And with Rip as your gaming companion you need never experience friction burns again (well not from video games at any rate).

So if you want to win one of these spankingly gorgeous Hand Spider Crawler thingies we've 5 to give away (and if you're really lucky we might even send you a Pot Noodle or two as well): **What we want to know is 'Who is Rip's partner in crime?'** Tell us by 1st September, and address 'em to SpankinG Gorgeous, N64 Pro, Media House, Adlington Park, Macclesfield SK10 4NP

Answer

Name

Address

Postcode Age

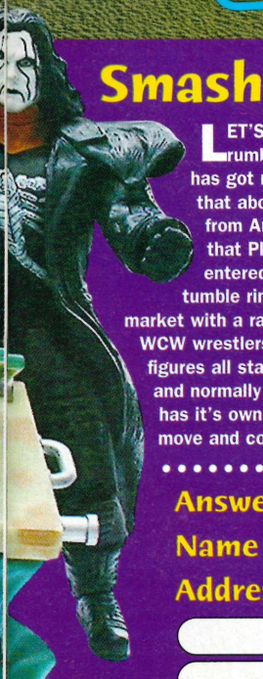
EWED:

PRO POSTER

Feeling a bit ashamed of your fading Thomas the Tank Engine wallpaper that's been up since you were three? This'll sort it!

Carmageddon 64

If smashing cars in Destruction Derby seems a bit too tame, try smashing Zombies to pieces instead! Based upon the notorious PC game (almost banned over here), you get to bomb around a zombie-infested city turning the undead into the... well, squished! It's still early days for this novel racer but we think it's going to end up as one of the best games for the N64.



Smash'n'Slam's up for Grabs

LET'S GET ready to rumble. Don't worry this has got nothing to do with that abomination of a track from Ant and Dec. It's news that Playmates have entered the rough and tumble ring that is the toy market with a range of 'awesome' WCW wrestlers. The Smash'n'Slam figures all stand around 6" high and normally retail at £6.99. Each has it's own unique signature move and comes complete with the actual accessory that each wrestler takes into the ring (eg. DDP smashes a metal crowd barrier, Randy Savage destroys his chair).

Anyway we've wrestled 12 of them those generous toybods at Playmates to give to readers. To be in with a shout answer the following: **If you were a WCW wrestler what would you call yourself and why.** The funniest 12 answers will receive a Smash'n'Slam Wrestler courtesy of Playmates Toys. Answers to Smash'n'Grab compo at the usual address by September 1st.

Answer _____ Postcode _____

Name _____

Address _____ Age _____

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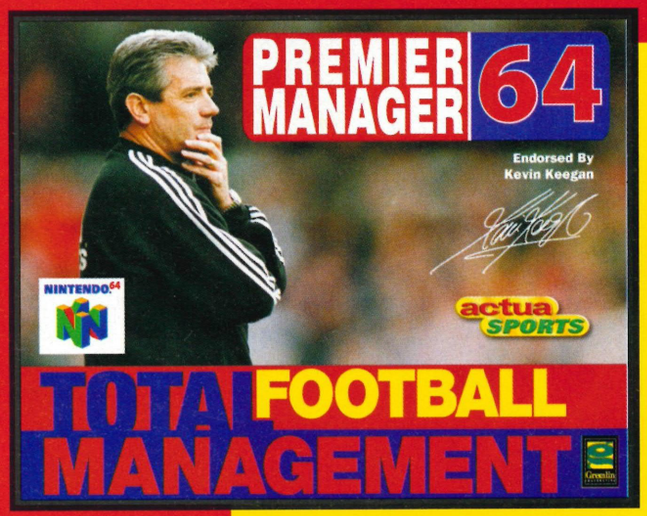
Send entries to: Smash & Grab Compo, Freepost, 3038, Macclesfield, SK10 4YE

PREMIER MANAGER 64

only the football management simulation you can play on N64



and the only one you'd want to

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WIN!

JOY TECH EUROPE

8 Fantastic Joytech Starterpacks

€1000 WORTH OF PRIZES!

YOU'VE GOT a Nintendo 64, you've got a game, so where do you go from here? You need control baby, and there's no finer way of obtaining it than with one of these fabulously funky Joytech jigglers. But why stop at one when you can have the whole lot!

Oh hell yes, that's right - we've got 8 Joytech bundles to give to 8 lucky readers who, frankly, will be hard pressed to hold onto their bladders with the excitement of it all.

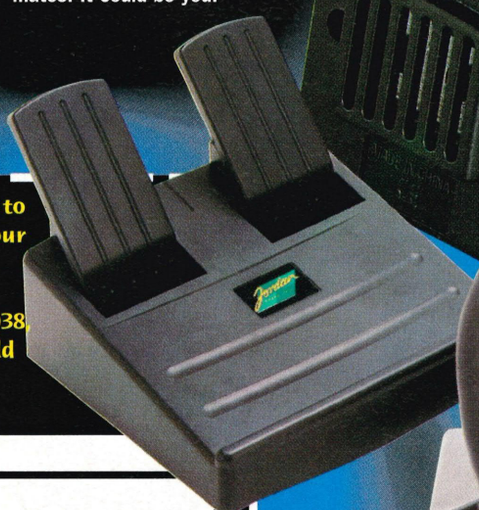
You will win:

- 1 Steering Wheel
- 1 Joypad
- 2 Memory Cards
- 1 Rechargeable Jolt Pack
- 1 Ram Expansion Pack, and

because they're generous people who love all God's children - Joytech are even throwing in a Scart cable for maximum gameplay picture enhancement. It's a bit of a treat to be honest, and this is how you win.

How to win

We want to know, if you could design the ideal N64 joypad what would it look like, and what special features would it have that the current one is missing? Do us a quick drawing, (doesn't matter how bad, it's the idea that counts!) and we'll pick the eight best as winners and they'll then be able to wallow in the joypad-y goodness that Joytech provide, not too mention be the envy of all their mates! It could be you!



JOY TECH EUROPE

If you want to win send your designs to: N64 Pro, Freepost 3038, Macclesfield SK10 4NP.

Name

Address

Postcode Age

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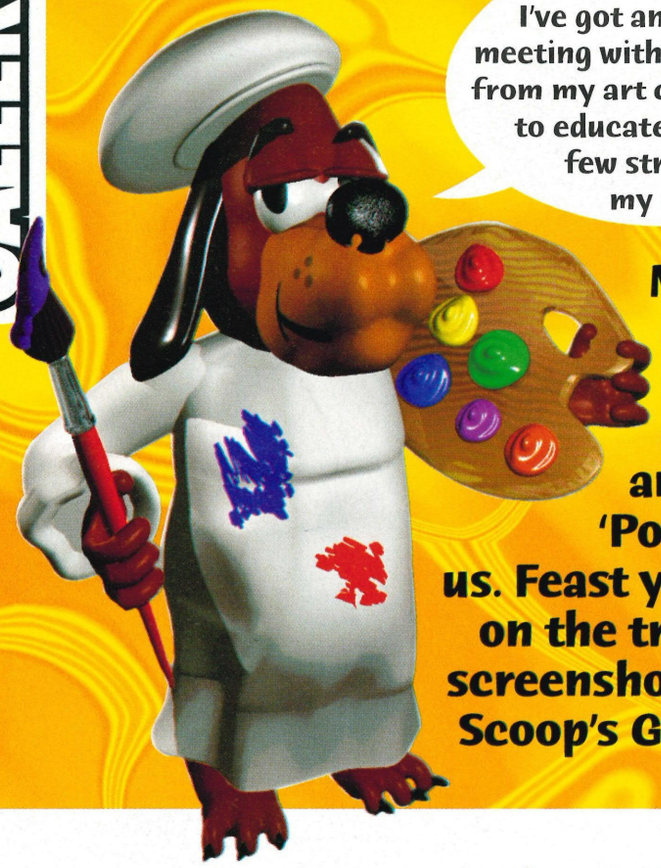
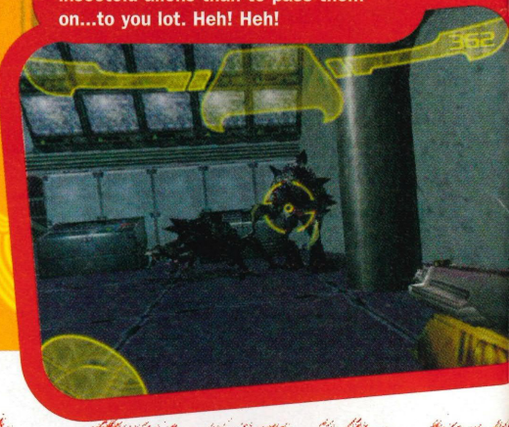


Can't stop, I've got an afterclass meeting with a hot student from my art class I'm going to educate her with a few strokes of my own.

Modern art galleries? You can keep 'em. They're a 'bunch of art' and a load of old 'Pollocks' if you ask us. Feast your eyes instead on the truly splendiferous screenshots that hang in Scoop's Gallery.

Armourines

WE'VE BEEN bitten again, by the Armorines bug. Another swarm of screenshots have infested my kennel. And what better way to get rid of the insectoid aliens than to pass them on...to you lot. Heh! Heh!

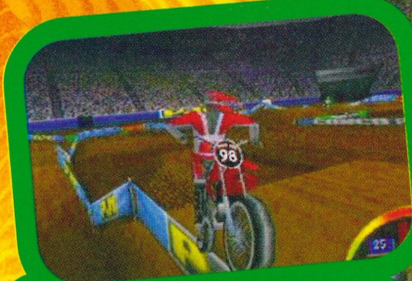


SCOOP'S GALLE

A priceless collection of paw prints!

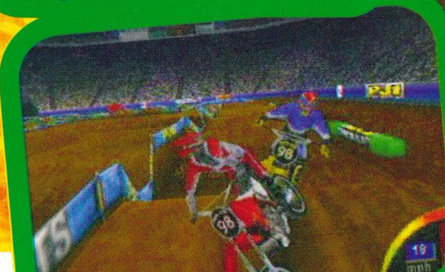
Harrier 2001

WAR! Whoa whoa whoa yeah. What is it good for? Well, games like this for one. Jump into the cockpit of a multi million pound Harrier and then trash it into a cliff - well I'm a pooch, not a pilot!



Supercross 2000

EXPERIENCE the knee scraping, heart pumping, dirt biking, mud-fest that is Supercross 2000. This one's muddier than an all-female mud-wrestling contest at Glastonbury and promises to be just as exciting.



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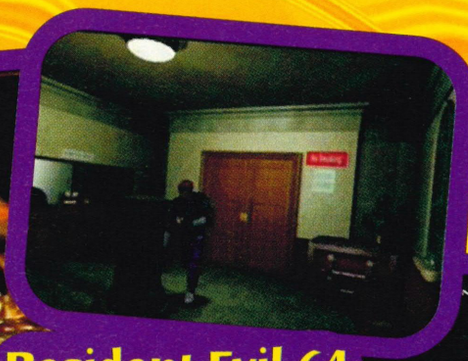
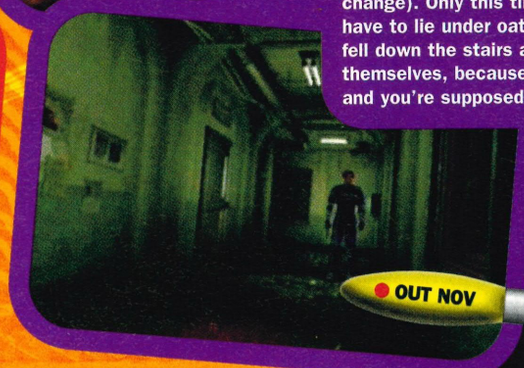


Resident Evil 64

You're a US cop who must patrol the city shooting people (for a change). Only this time you won't have to lie under oath and say they fell down the stairs and shot themselves, because they're zombies and you're supposed to kill them.



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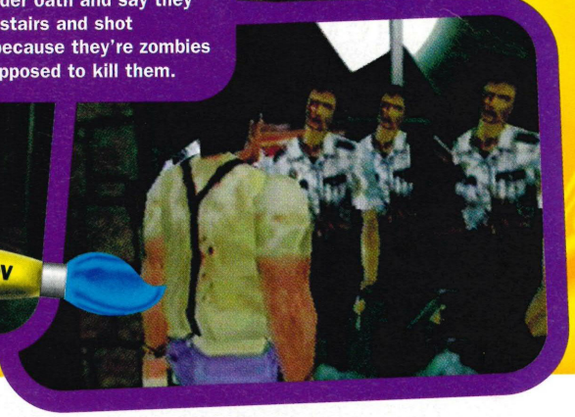
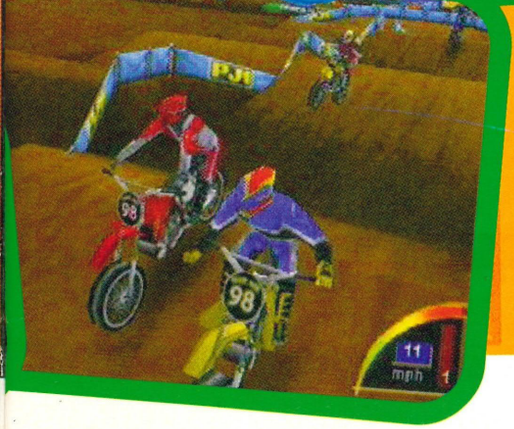
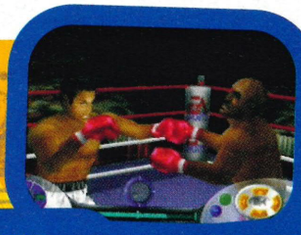
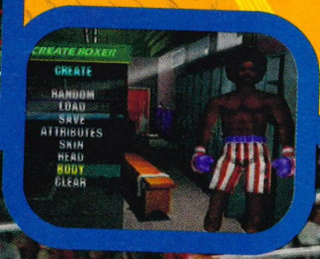


ERY OF GAMES!

OUT SEP

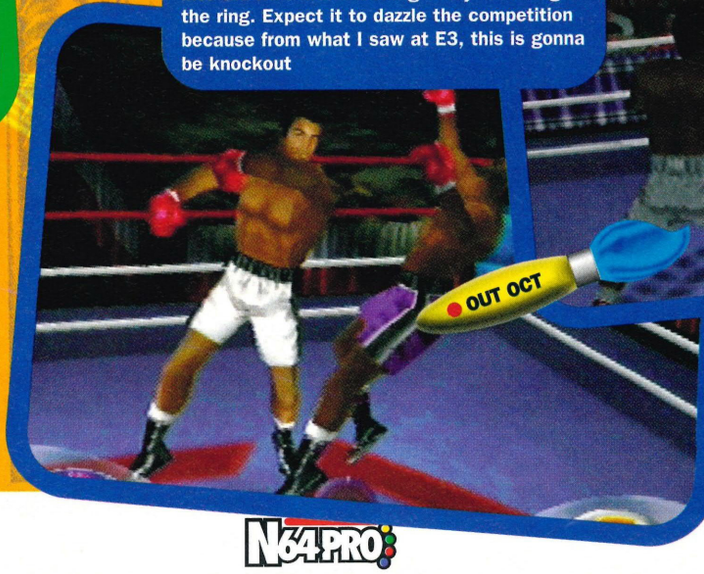






Knockout Wings

SECOND'S away...(Ding! Ding!) Round 1. Knockout Kings vaults over the top ropes into the N64 arena looking every inch king of the ring. Expect it to dazzle the competition because from what I saw at E3, this is gonna be knockout



OUT OCT

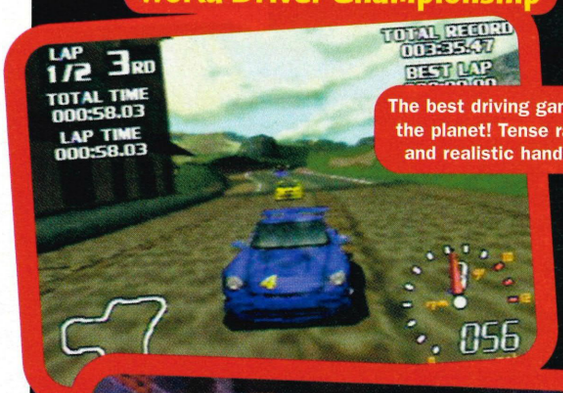
Release Sch

Dismayed by the delay with Jet Force Gemini? Don't despair because there's plenty of hot new games like F1 World Grand Prix 2 coming out in the meantime - Mark

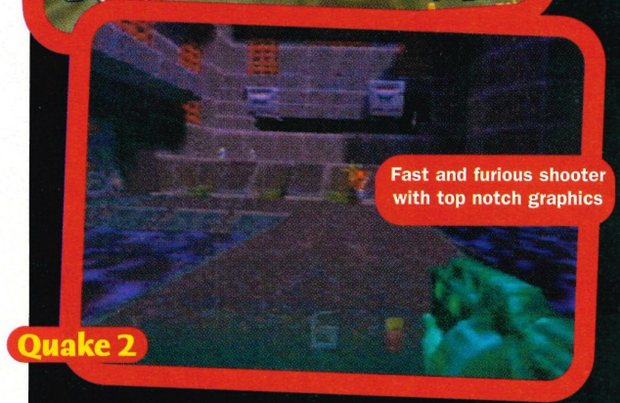
Must Buys

Go to the shops right now and grab...

World Driver Championship



The best driving game on the planet! Tense races and realistic handling



Fast and furious shooter with top notch graphics

Quake 2

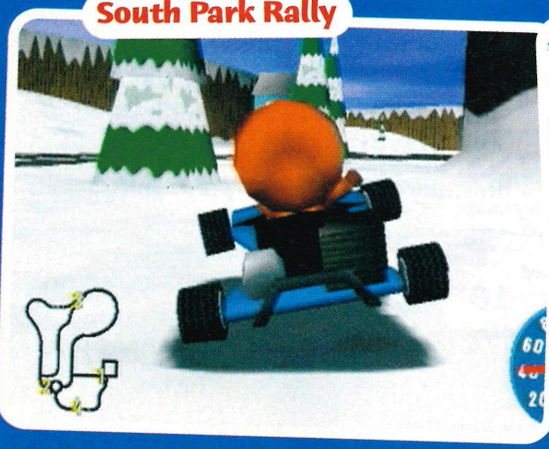
Game Title	Makers	Date	Country
July 1999			
★ QUAKE 2	Activision	July 2	UK
★ WORLD GRAND PRIX 2	Nintendo	July 2	UK
Pokemon Snap	Nintendo	July 26	US
Mario Golf	Nintendo	July 26	US
The New Tetris	Nintendo	July 26	US
★ NEW TETRIS	Nintendo	July TBA	UK
★ COMMAND & CONQUER	Nintendo	July 30	UK
★ MONSTER TRUCK MADNESS	Ubisoft	July 30	UK
August 1999			
Jet Force Gemini	Rare	August 30	US
★ DUKE NUKEM: ZERO HOUR	GT Interactive	Early August	UK
★ JET FORCE GEMINI	Rare	August TBA	UK
★ WWF ATTITUDE	Acclaim	August TBA	UK
September 1999			
Starcraft	Nintendo	September 27	US
★ CARMAGEDDON	SCI	September TBA	UK
★ DISNEY'S MAGICAL TETRIS CHALLENGE	Activision	September TBA	UK
★ MONSTER TRUCK MADNESS	Take 2	September TBA	UK
★ OGRE BATTLE 3	Nintendo	September TBA	UK
★ ROADSTERS	Titus	September TBA	UK
★ RAYMAN 2: THE GREAT ESCAPE	Ubisoft	September TBA	UK
★ SHADOWGATE 64	Kemco	September TBA	UK
★ SUPERMAN	Titus	September TBA	UK
Vigilante 8: Second Offense	Activision	September TBA	US
October 1999			
Rainbow 6	Nintendo	October 5	US
★ 40 WINKS	Nintendo	October TBA	UK
★ MARIO GOLF	Nintendo	October TBA	UK
★ ROADSTERS '99	Activision	October TBA	UK
★ PERFECT DARK	Rare	October TBA	UK
★ TASMANIAN EXPRESS	Infogrames	October TBA	UK
November 1999			
Army Men	3DO	Early November	US
Resident Evil	Namco	November 11	US
Donkey Kong 64	Rare	November 22	US
★ RAINBOW SIX	Nintendo/ Red Storm	Mid November	UK
★ NIGHTMARE CREATURES	Activision	November TBA	UK
★ SPACE INVADERS	Activision	November TBA	UK
★ RIDGE RACER REVOLVER	Nintendo	November TBA	UK
★ SHADOWGATE RISING	Kemco	November TBA	UK
★ TOP GEAR HYPERBIKE	Kemco	November TBA	UK
★ VIGILANTE 8: SECOND OFFENSE	Activision	November TBA	UK
★ XENA	Titus	November TBA	UK
December 1999			
Turok 2 Arena	Acclaim	December 10	US
★ TUROK ARENA	Acclaim	Early December	UK
★ DONKEY KONG 64	Nintendo	Mid December	UK
Armorines	Acclaim	December TBA	US
Excitebike 64	Nintendo	December TBA	US
Resident Evil 64	Capcom	December TBA	US
★ TOP GEAR RALLY 2	Kemco	December TBA	UK
★ SOUTH PARK RALLY	Acclaim	December TBA	UK
1999 - 2000			
★ X-MEN	Activision	Feburary 00	UK
★ ASSAULT	Telstar	Summer '99	UK
★ ANIMANIACS: TEN PIN ALLEY	Asc Games	Summer '99	UK
★ ACCLAIM SPORTS SOCCER	Accliam	Summer '99	UK

edule

Game Title	Makers	Date	Country
★ HYPE: A TIME QUEST	Ubi Soft	Summer '99	UK
★ JEST	Infogrames	Summer '99	UK
★ MILO'S ASTRO LANES	Crave Entertainment	Summer '99	UK
★ RONALDO SOCCER	Infogrames	Summer '99	UK
★ RUGRATS	THQ	Summer '99	UK
★ GAUNTLET LEGENDS	Telstar	Mid '99	UK
★ RE-VOLT	Acclaim	Mid '99	UK
★ WORMS ARMAGEDDON	Core	Mid '99	UK
★ TOCA: TOURING CAR	Codemasters	Mid '99	UK
B.A.S.S Fishing	Take 2	Autumn '99	US
★ BLUES BROTHERS 2000	Titus	Autumn '99	UK
★ EARTHWORM JIM 3D	Interplay	Autumn '99	UK
Harvest Moon 64	Natsume	Autumn '99	US
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	Autumn '99	UK
★ XENA	Titus	Autumn '99	UK
Nuclear Strike	THQ	Autumn '99	US
Nomenquest	THQ	Autumn '99	US
Road Rash 64	THQ	Autumn '99	US
★ QUEST FOR CAMELOT	Titus	Autumn '99	UK
X-Men 3D	Activision	Autumn '99	US
★ F-18 SUPER HORNET	Titus	Winter '99	UK
★ GRAND THEFT AUTO	Rockstar	Winter '99	UK
★ SOUTH PARK: CHEF'S LUV SHACK	Acclaim	Winter '99	UK
DeathKarz	GT Interactive	Late '99	US
★ BANJO-TOOIE	Rare	2000 TBA	UK
★ LOONEY TUNES: SPACE RACE	Infogrames	2000 TBA	UK
★ DUCK DODGERS	Infogrames	2000 TBA	UK
Riqa	Nintendo	2000 TBA	US
★ ETERNAL DARKNESS	Nintendo	TBA	UK
★ DRAGON SWORD	Interactive	TBA	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	TBA	UK
★ LAST LEGION UX	Hudson Soft	TBA	UK
Mario Artist	Nintendo	TBA	US
★ POKEMON SNAP	Nintendo	TBA	UK
★ POKEMON STADIUM	Nintendo	TBA	UK
★ PUMA STREET SOCCER	Sunsoft	TBA	UK
★ TWELVE TALES: CONKER 64	Rare	TBA	UK
★ TOY STORY 2	Activision	TBA	UK
★ TARZAN	Activision	TBA	UK
★ WIN BACK	Koei	TBA	UK
★ WILD METAL COUNTRY	Gremlin	TBA	UK
WCW Nitro 64	THQ	TBA	US

Bubbling Under

South Park Rally



Mario Kart looks like it's going to get some serious competition this Christmas as the cast of South Park head to the kartin' track. With plenty of power-ups, four player gaming and sampled swearing this could turn out to be one of the most entertianing games on the N64

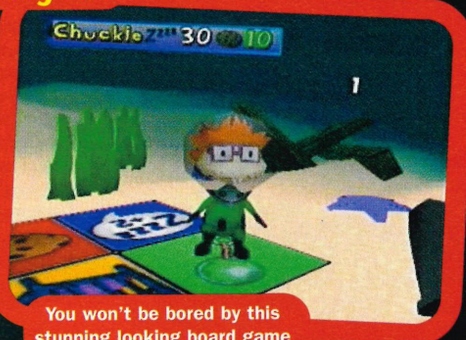
Forthcoming Attractions

Cartoon capers...

Tazmanian Express

Spin around and eat everything you see

Rugrats

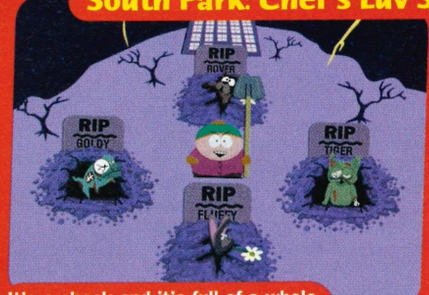


You won't be bored by this stunning looking board game

Looney Tunes Space Race

My money's on The Roadrunner to win

South Park: Chef's Luv Shack



It's a shack and it's full of a whole lotta love! More info on this soon

SOFTWARE HOUSE LEAGUES

Forget Sky TV, Channel 5 and the back pages of your newspaper. If you want to find out who's bossing the midfield and who's merely poncing about on touchline of the N64 playing field then there's only one place to find it all. Here in N64 Pro

Overall Picture

Our resident Merlin (aka Noely) takes every game we've ever reviewed and tosses them all together in a big magic hat. A quick wave of his wand and some mystical mutterings later and out comes a tadaa! a white rabbit... and err no that's not right. Erm (tap, tap) mumble, mumble and...tadaa! Doh! Does anyone want some flowers? Oh well it always works when that Paul Daniels tries it. Look, it's magic okay, magicians never reveal their secrets. Anyway Noely conjures up 147 Gaming Tricks.

A taste test reveals:

43 Miraculous Miracles *(29% Excellent games)*
50 Goodly Spells *(34%)*
29 Middling Magic Tricks *(20%)*
25 Crap Con Tricks *(17%)*

64% Above Average 36% Below Average

What's it all about?

CAN'T figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro panel of experts and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

N64 PRO READER DREAM TEAM

by Adam Carless & Noely

FC Cloggers

IF THE Evans/Houllier farce is anything to go by joint management teams never work. So who better to take control of our Software House League Pub Team than Adam Carless (our work experience lad) and our very own Noely? It's full of some of the worst games on the N64. Not so much a Dream Team as a Nightmare Pub Side. Think your team could play these off the park?

1 Holy Magic Century
Brian looks a pathetic figure with his crappy cape and stupid staff and in goal he's about as much use as Emu without Rod Hull's hand up his butt

2 Rampage World Tour
There was a time when Rampage was well respected. Now it's just an aging dinosaur of a game.

3 Twisted Edge
This is a left back and no mistake. Twisted Edge gets left back at home while 1080º is catching big air on the slopes.

4 Cruis'n USA
In theory this is the slick midfield engine that drives the team on. In practice it's a broken down jalopy that should've been written off years ago.

5 MK Mythologies
This adventurous battling central defender frequently goes wandering and deserts his post when the real fighting starts. If only he would get lost for good.

6 War Gods
This MK inspired battler is a noisy dull player, with a lack of skill or subtlety that one simply cannot defend.

7 Clayfighter 63 1/3
Brought into the side because of it's unpredictable, often zany style of play. Easier to beat than a one legged tortoise and just about as skillful.

8 California Speed
Midfield monstrosity lines up alongside Cruis'n USA. This has no skill, no subtlety and no sense of fair play. The Vinny Jones of the side.

9 Aero Gauge
Despite soccer pundit Mark 'stench' tipping this as 'one for the top,' Aero Garbage (as we like to call it) has since been found out. Okay it's fast, but this strikingly bad striker frequently fails to take the ball, the gameplay (or even the scenery for that matter) with it.

10 FIFA 64
Wearing the coveted No. 10 shirt it has to be EA's appalling N64 debutante. Admittedly, the younger FIFA's have gone on to greater things, but in a team of loser's the own goal that is FIFA 64 just had to figure.

11 Twisted Edge
A poor man's 1080º and no mistake. Too slow, lacking in skill and about as likely to pass you as snail on a motorway. Perfect for this pub team.

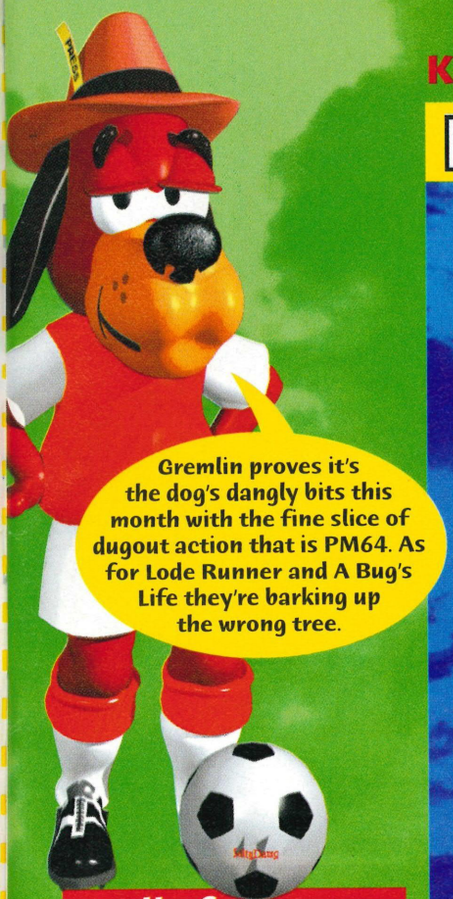
12 Waialae Golf
Spends most of its time warming up on the touchline in a garish-coloured Rupert The Bear style tracksuit.

13 MK Trilogy
Slightly more skillful than his brother MK Mythologies hence his failure to start a match. Must learn a little less skill from big bro.

14 Jeopardy
This Yank's never played 'soccer' before, but is still too good for this pub side. The answer is 'probably not'. The question is 'will he ever get a game?'

Last Month's Results: Premier Manager 64 3pts Charlie's Blast Territory Opts Ken Griffey Jr's Slugfest 1pt Bug's Life -2pts Lode Runner -2pts

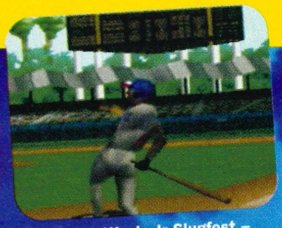
Key: **R** = Games Released **E** = Number of games rated excellent (3 points) **G** = Number of games rated good (1 point) **A** = Number of average games (0 points) **S** = Number of games rated shite (-2 points) **Pts** = Total number of points scored



Gremlin proves it's the dog's dangly bits this month with the fine slice of dugout action that is PM64. As for Lode Runner and A Bug's Life they're barking up the wrong tree.

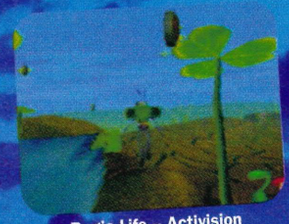
N64 PRO PREMIER LEAGUE

	Publisher	R	E	G	A	S	Pts
1	▶ NINTENDO	30	15	10	2	3	49
2	▶ Acclaim	16	6	9	1	0	27
3	▶ Electronic Arts	10	5	1	3	1	14
4	▶ Konami	13	3	4	5	1	11
5	▶ Infogrames	9	2	6	0	1	10
6	▶ Rare	5	3	1	0	1	8
7	▲ Gremlin	2	2	0	0	0	6
8	▼ Ubi Soft	4	0	3	1	0	3
9	▲ Codemasters	1	1	0	0	0	3
10	▲ Hasbro	1	1	0	0	0	3
11	▲ Namco	1	1	0	0	0	3
12	▼ Activision	3	1	0	1	1	1
13	▶ Take 2	3	1	0	2	1	1



Ken Griffey's Jr Slugfest – Nintendo

Premier Manager – Gremlin



Bug's Life – Activision

Hall of Fame

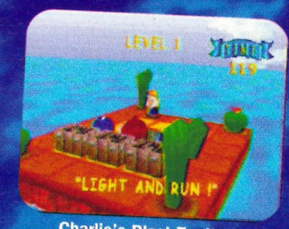
Activision and Infogrames both lose ground in the fight for a European place. Gremlin leap up the table courtesy of PM64. Okay, they may be out of the title race but still it's a fine effort...to be fair to the lad...but football's a funny old game...a game of two halves...etc.

Premier Manager

N64 PRO LEAGUE DIVISION 1

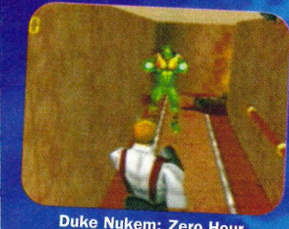
	Publisher	R	E	G	A	S	Pts
1	▶ HUMAN	2	0	1	1	0	1
2	▶ Titus	2	0	1	1	0	1
3	▶ T&E Soft	1	0	1	0	0	1
4	▶ Crave	1	0	1	0	0	1
5	▶ Culture Brain	1	0	1	0	0	1
6	▶ Hudson	7	1	1	3	2	0
7	▶ THQ	5	0	2	2	1	0
8	▶ Seta	1	0	0	1	0	0
9	▶ GT Interactive	22	2	7	6	7	-1
10	▶ Midway	2	0	1	0	1	-1
11	▶ Bottom Up	2	0	1	0	1	-1
12	▶ Ascii	2	0	0	1	1	-2
13	▶ Video System	1	0	0	0	1	-2
14	▶ Athena	1	0	0	0	1	-2
15	▶ Banpresto	1	0	0	0	1	-2
16	▶ Interplay	3	0	1	0	2	-3

Lode Runner



Charlie's Blast Territory

Rampage World Tour



Duke Nukem: Zero Hour

STAR PLAYER

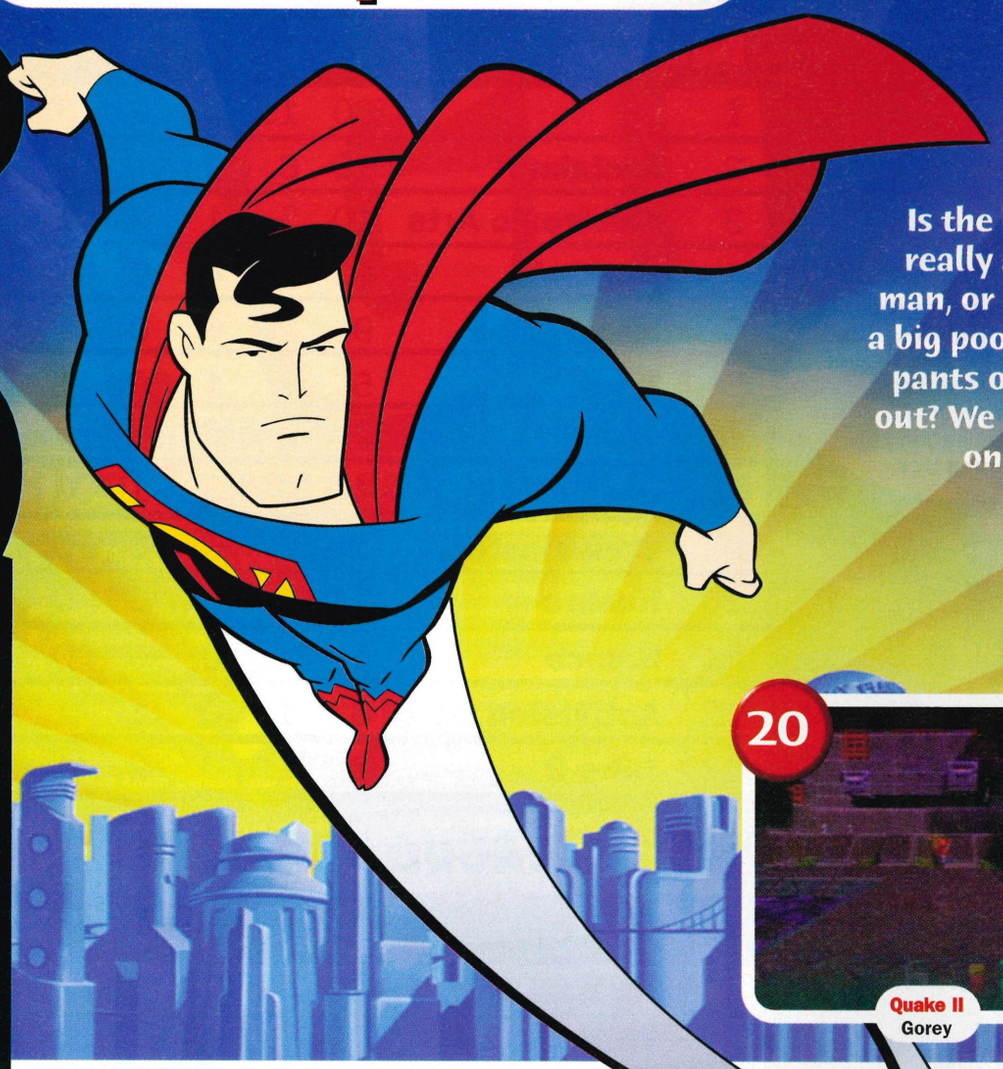
Star Wars: Episode 1 Racer

It's been a close call with the ever so speedy Pod Racer tracked almost every step of the way by Link on the irrepressible Epona. Nonetheless, this summer is Star Wars time and even the mighty Link must doff his green cap in acknowledgement.

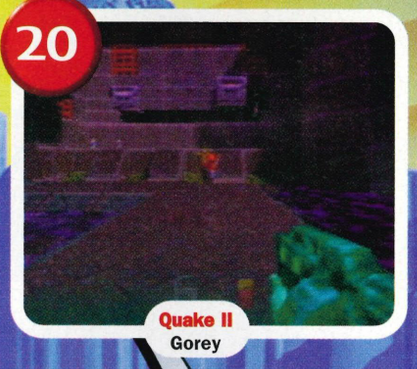
Note: Where two or more publishers' points totals are the same, the number of games released is used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

REVIEWS

P34 Superman



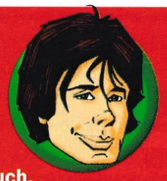
Is the big guy really a super man, or is he just a big poof with his pants on inside out? We reveal all on 34!



20

Quake II
Gorey

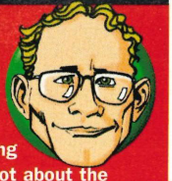
The Reviewers...



Steve A month spent in the green and pleasant surroundings of the fairways and greens of the marvellous Mario Golf has been enough for me. But for when all the sickening sportsmanship gets too much, you can't go far wrong with the bloodthirsty Quake II!

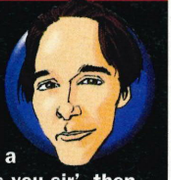
Noely While Steve was in the green and pleasant surroundings of Mario Golf I spent three days sampling the 'grass' at the Glastonbury festival. Mind you as good as Glastonbury was it had nothing on the lush greenery that is Mario Golf. Oh well the other man's grass etc.

Mark Mario Golf may well be an above par game but the blood-soaked Quake II got my adrenalin flowing this month. Good though it is, I just want Perfect Dark - NOW! As for Superman - I've decided never to talk about the underpant wearing abomination ever again!



Lewis Being a big comics fan I got over excited about Superman this month. I wouldn't say it was a let down, but the fact that I spent more time playing Mario Golf than I did donning the famous red underpants must say a lot about the quality of Titus' decidedly average hero'em-up!

Paul Why is it I'm always so far behind? No sooner do I finish Zelda (who said it was easy - are you mad!?) than I rediscover Banjo Kazooie and spend all my hours jumping, running and swearing at the impossible enemies. Maybe one day I'll catch up...



James Quake II has kept me busy for the last few weeks. Good stuff, but when you've bonded with Bond in Goldeneye and rocked the dino's world in Turok it all just seems a bit flat and mindless. But if that 'suits you sir', then it's a fragfest that's not to be missed!

P26 Mario Golf

26 **Mario Golf**
Putty

30 **World Driver Championship**
Speedy

34 **Superman**
Crappy

The Scores...

THE Sore Thumb Award is given only to games that you'd happily kill your granny for. GoldenEye 007, Mario 64, 1080 Snowboarding and of course Zelda are all 'Sore Thumbers'

100 -90	**ANY game scoring 90 or over is a must buy – a worthy addition to your N64 collection regardless of what type of games you like. Get one o' these and you'll be buzzin' for months!**
89 -80	**GAMES getting an 80+ score are well worth considering, but aren't the leaders of the pack. FIFA 98 is a good example of this – a good footballer in its own right, but not world class**
79 -50	**THE idea's there, but it just hasn't come across when the game's got into its box and onto the shelf, which is basically where it should be left. Only worth a look if it's been reduced in price!**
49 -0	**WHERE the scabby dogs live. Go near a game scoring under 50 and you're most likely gonna end up with some 'orrible fungal disease spreading all over your body. Like the lurgy**

The Low Down...

Why...

Tells you exactly what we think of each game

Breakdown

Graphics How it looks and have the awesome capabilities have been pushed to the max?

Sound Can you stand to listen to it for more than five minutes or is it something your Grandad would tap his arthritic toes to?

Gameplay Is it good fun or what? Will you be playing it when you should be at school or tossing it aside like a pair of Tesco trainers?

Lastability How long will it last? Will it be a GoldenEye, or a Clayfighter where you'll finish it in five minutes?

Why not try?

Is there anything like it? If so, what is it?

Other views

Where the rest of the N64 Pros stick their oars in and one of you readers gets a go at reviewing a game

League Points

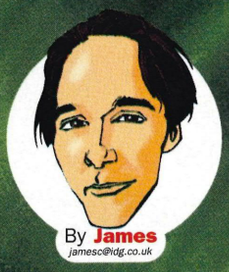
Check page 20 to see how your favourite software house is doing in our highly acclaimed League Table of N64 publishers!

Turn the page NOW for this month's reviews

British Release

Tie those boots on tightly, you're about to be Quaked to the core

Qua



By James
jamesc@idg.co.uk

Monster PC hit Quake II is ready to rumble with the big boys in Nintendo's pond. So has it got the bite the chew up Turok and the gusto to outgun Goldeneye? Looks like it's gonna be one hell of slinging match!

HAVING become an all-conquering force on PC monitors everywhere, Quake II just had to turn up on Nintendo's patch and try to get in there as top dog. But maybe this rabid menace has bitten off a little more than it can chew; the legendary quality of Bond and Turok is never going to be easy to match. However, it wouldn't have been such a massive hit on the PC if it didn't have something of worth, would it? So let's put the 64's crack shooters to one side for a minute and see what this baby's got to offer.

It's basically a fight for freedom from start to finish when an alien race called the Stroggs decides it wants to take Earth and turn it into a car park. In a desperate attempt to stop this you - a special forces marine - have been sent to the enemy's planet to find out exactly how it plans to do carry out its evil plan and hopefully to prevent it from happening by wiping them out first. So, you're a lone soldier on a hostile planet. What're you gonna do? Personally, I'd whip out my gun and leg it, which is more or less the way Quake II pans out.

Quake baby Quake

The game begins with an on-screen message telling you to get moving and, as you accomplish each task in turn, the aim of your next overall mission of destruction is revealed mid play. This means the pauses between these enemy strewn levels as you travel from outposts to the

"Aliens called the Stroggs have decided they want to turn earth into a car park"

Tip-Xtra

Look for dodgy masonry work in every level, there'll probably be a secret area somewhere behind the suspect walls. Just shoot them through to find bonus pick ups, power ups and weapon amplifiers - they always come in handy

Charging

You'll need to seek out different objects to complete your mission objectives. Here, you need some explosives

1 Right, I need to blow up this control console thingy. Let's go find some explosives!

2 No way through. Hang on, there's something a bit fragile looking about that pipe

3 It worked! The pipe's brought me out here, in a puddle of sewage. Yuk!

ke II

Hand Cannon Heaven

Every Space Marine packs a standard issue side-arm blaster at all times, but it's the big hitting firearms we all want to get groovy with, and Quake literally opens up your gun holster and rams it full of heavy weaponry. Here's your guide to Quake II's tools of terror

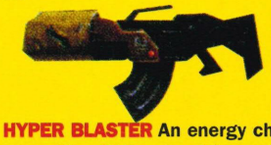
SHOTGUN The spread of the shotgun's blast makes close combat more damaging and long range enemies a little easier to target. It's especially effective against Strogg guards and Flyers and a perfect weapon for rookies

SUPER SHOTGUN This weapon has a slower firing rate and eats more shells than the standard shotgun, so choose your shots effectively. A good hit, however, is well worth your targeting time

MACHINE GUN The machine gun causes a lot of damage when used in long bursts, however its light weight allows for a lot of vibration when firing. It's best used in short bursts until you can effectively steady your aim

CHAIN GUN This makes mincemeat out of most enemies, but eats ammo like it's going out of fashion, so save it for the more difficult adversaries. Great for sustained attacks

GRENADE LAUNCHER Can bounce grenades around walls or loop them over and behind defences. It's also a pretty mean pal to have when facing the tougher enemies. Not for use in confined spaces



HYPER BLASTER An energy chain gun with a high rate of fire and no spinning delay as with the more traditional version, the hyper blaster is a devastating and incredibly effective weapon

ROCKET LAUNCHER It's capable of delivering heavy firepower with a high degree of accuracy. Pick one of these babies up and you'll be packing some serious heat

RAIL GUN Fires depleted uranium slugs at super high velocities, leaving a corkscrew effect trail of smoke with each shot. One shot can pass through a number of Stroggs

BFG 10K Disintegrate single enemies and also take out a full room of them in one go with the BFG. It fires a powerful green plasma ball that'll rip your targets to shreds

4 Aha! This lift should get me well away from this stench and up to the charges

5 Got them and got back to the console. Boom time is at hand people!

6 The exit is now open and waiting to be used. Gotta frag that guard first

7 Made it! Beam me up to the next level Scotty if you would. Cheers

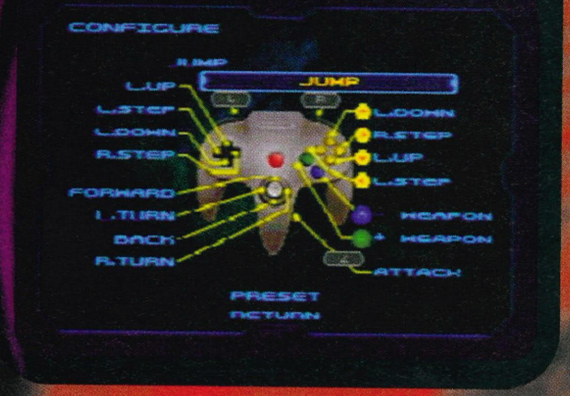
Quake II

Tip-Xtra

Keep your eyes peeled for the silencer pick up. It instantly kills any noise from all of your weapons which means you won't attract more attention from any other nearby enemies. It could mean the difference between success and failure marine!

Total Control

GOLDENEYE or Turok? It's a control system argument few win, as everyone believes their preference to be the best. So what's Quake II like to take for a whirl? Well, thanks to the finest control set-up screen you can individually tailor the controls for each and every button to suit yourself. It's a simple addition that gets a big thumbs up from N64 Pro. Way cool!



Train Your Aim

With all that firepower you'd be disappointed if there was nothing to use it on, so it's a good job there are plenty of annoying enemies around waiting to be plugged. These are the gruesome geezers trying to put you on ice, so take note of them, then take them out, as you can bet your bottom dollar they'll be itching to make you bleed

Shooting the barrels results in a series of mini explosions, but be sure to stand back

main planet are few and far between - always a good thing.

True to its PC network multi play roots, Quake II is a fast paced battle of hand-eye co-ordination. It works as well as you'd expect from such a big title, thanks largely to the fine control pad set-up screen which allows you to alter the effects of each button individually rather than offering a few different combinations. So if, like me, you prefer to cap ass using the Goldeneye method, you can. Fantastic! There's no need to get accustomed to the controls, just pick up and play.

Gettin' your oats?

So then, you have a crosshair which can target anywhere with a full 360o rotation, a couple of strafe buttons, your gun selection ones, the additional jump buttons, and a whole lot of ground to cover. Better get movin'!

"Stock lots of ammo and spend it around every corner"

Surprisingly, Quake II is a bit of a throwback to the old school of gaming. As I've already mentioned, its origins lie in mass network play so the game is geared for pacey fragging rather than cold, calculated assassinations or tests of your targeting ability.

Sneak thief

There's no time to stand about trying to pick off your targets, oh

Gunner Gonna go bye

1 Wait for these lasers to switch off before jumping over the bottom ones

2 Take a right and watch out for the hidden enemies. They're waiting to kill you!

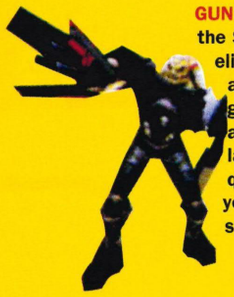
3 Find the switch and you'll be told the good news - escape is now possible

LIGHT GUARD The weakest of the three processed humans, armed only with a simple blaster. May attack in packs, or summon help from the big boys

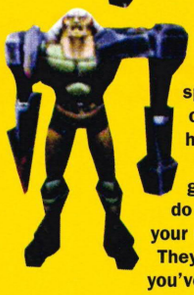
SHOTGUN GUARD These are troopers with an automatic sawn off arm-mounted shotgun who pack a real punch, but they can be easily reduced to a pile of fleshy pulp

MACHINE GUN GUARD Bigger, meaner and more deadly than the Shotgun Guard, these troops have machine guns for right arms and a real sharp aim

ENFORCER Powerful, muscle bound warriors who have a chain gun where their right arm should be, the Enforcers can take a beating and effectively dodge your shots. So aim carefully



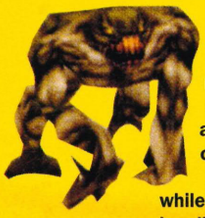
GUNNER These are the Stroggs' fighting elite, equipped with a steady machine gun and an automatic grenade launcher. They'll quite easily eat you for breakfast, so stay awake



BERSERKER One arm is a savage metal spike and the other is a war hammer, so he's gonna want to get in close and do some DIY on your nice soft body. They're very speedy - you've been warned!

IRON MAIDEN These cyber-bitches from hell have a nasty set of claws and an arm-mounted rocket launcher. Not the kind of honey you'd want to take home on a Friday night

GLADIATOR Huge mechanised legs carry one bad body that's equipped with a shoulder mounted rail gun and a huge clamp grip



MUTANT A once docile creature, the mutant has mutated into a savage killing machine with an insatiable appetite for carnage. Learn how to shoot while running or you'll be sliced and diced!

FLYER Small winged monsters with a feisty nature, the Flyers are armed with two blasters. They tend to travel in packs and like to get up close and personal, which is never a nice thing

ICARUS Armless rather than harmless! These guys use a jetpack to get about and pack some mean shoulder mounted blasters. They're manoeuvrable, swift and tough. A real nightmare

TANK The big daddy of them all, the Tank is armed with a shoulder mounted rocket launcher and a machine gun and laser blaster on either arm. These guys can dish out as much as they can take

no, you've got to stay on the move, stock plenty of ammo and spend it around every corner, and it works fantastically well in multi player mode.

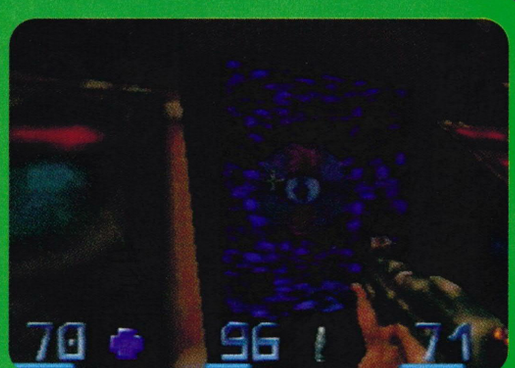
Fancy a frag?

Honestly, it's worth buying the game just for the privilege of picking up a BFG weapon and then chasing a mate around the smooth levels at warp speed. The hilarity and satisfaction (or disappointment) of a split second kill decision flows from the cart in waves. Trust me, if multi player shooters are your thing, you'll have a riot with the engine at play here.

Concealed buttons on walls also reveal secret areas, but they can be a little hard to spot

4 Back through the lasers to the adjacent room, going under a few this time though

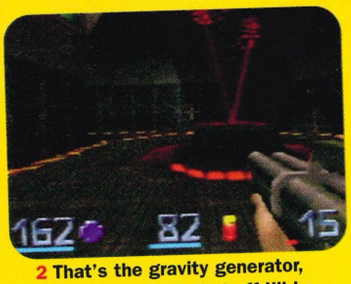
5 This is a Gunner, so I don't want to get too close if I wanna get out alive



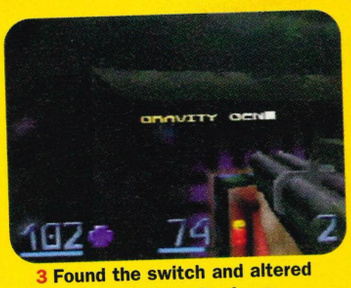
6 Grab the CD and I'm all set for a quick dash to the teleporter and the next part of the mission

Quake II

1 That jump is my only way out, but it's far too huge. Certain death methinks!



2 That's the gravity generator, maybe if I switch that off I'll be able to make that jump



3 Found the switch and altered the effects of gravity. Large leaps are easy now!

4 OK, all set. I'll just take a run up and... hang on. Maybe there's a parachute somewhere!

While all that speed may be perfect for social playing, Quake II doesn't quite cut it in single player. We've become accustomed to the pin-point accuracy and fine degree of stealth you get from Goldeneye, the tension presented by Turok and the fine blend of both in the slightly less polished but very enjoyable Duke Nukem. Unfortunately we don't see any of that here.

Gutsy Gun Boy

Quake II is a guts for glory romp with plenty of big guns, ammo and enemies. Don't get me wrong, it plays pretty well; you have complete targeting freedom and there's always some sort of task to accomplish, it's just that nothing's really too difficult to achieve. Obviously the enemy's aggression and their numbers can be cranked up, but once you take them out of the equation it's more or less a case of simply tripping switches and locating objects. It may be all that most games of this type can offer, but I can't help feeling it's crying out for a bit of stealth action.

"Don't you just love playing with a sniper rifle, zooming in on your target's freshest zit?"

Boom Sticks

Indeed the weapons themselves give you some sort of insight into the nature of the game. They're all big and built to annihilate, which is great. I mean, if you want to take someone out you may as well do it properly right? But don't you just love playing with a sniper rifle, zooming in on your target's freshest zit and squeezing the head of it before taking the shot? It's not as if you can really adapt your weaponry or approach either; the bad guys give it legs in your direction as soon as you're spotted (which suggests a lack of AI), and in this day and age that's almost criminal.

Go Get Some

Graphically there's little wrong with it apart from a few shoddy effects now and then, so overall I'd have to say we have another worthy addition to the N64 library of guns and guts. Just don't go trading in your current 3-D shooter for it

Take that you Strogg gimp. I'll wipe you all out, then come back for your pets too!

WIN!

Fraggers Rocks

WE FEATURED these Quake II figures way back in issue 19 and such was the clamour from people desperate to get their mitts on them that we've decided to give some away courtesy of those toy genius' at Bandai.

The figures which all have moveable parts and come with enough firepower to sink a thousand cyborgs are all suitably cool and gruesome and normally weigh in at around a tenner each. We think they're fragging brilliant and we know you will too.

To be in with a shout of winning one of five sets of these fully licensed Quake II figures just answer the following question:

In what issue did we first feature these top Quake II figures? Answers to Quaking all Over comp at the usual address and 5 lucky fraggers will go home with the goods.

Answer

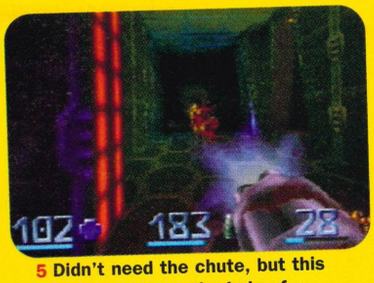
Name

Address

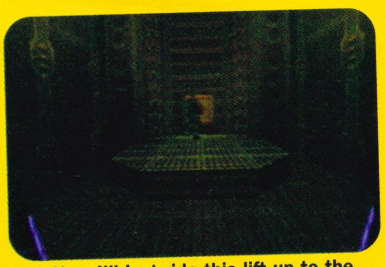
Postcode Age

Tip-Xtra

Try to change your weapon to suit your enemy. That way you'll get rid of them faster without wasting a lot of ammo and reducing your chances with tougher foes later on in the missions. Remember, some guns can take out more than one enemy with a single shot



5 Didn't need the chute, but this marine could use the help of a few paras right now!

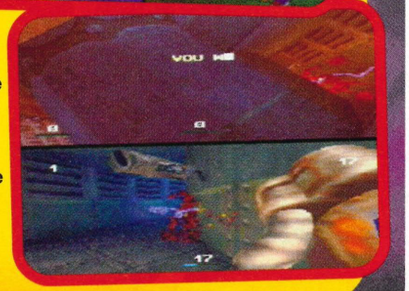


6 Now I'll just ride this lift up to the next section and make like a madman with a gun

The amount of carnage going on here is immense, just what you want!

"A guts for glory romp with plenty of big guns, ammo and enemies, but it's crying out for a bit of stealth action"

Four-way fragging!



QUAKE II may be a little lacking in single player mode when compared to its rival shooters, but the multi player option is as fine as you'll find anywhere. Incredibly fast and furious with some devastating weaponry, the multi player games alone are worthy of your cash.

In deathmatch it's simply a case of every man for himself, so take off the safety and go out all guns blazing! Fragteams mode allows you to side up and take on your opponents with some friendly help, or you can go for the flagwars game that requires you to protect your own flag in your base, while trying to capture your opponent's flag and take it back to your stronghold. The final mode is deathtag in which a single flag must be fought over. When you have possession you'll be unarmed, and the marine that holds onto it for the longest time wins

It's Got...

SOFTWARE HOUSE LEAGUE 1pt SOFTWARE HOUSE LEAGUE

83%

• Publisher Activision • Contact 0171 344 5000 • Release Date Out Now • Max. Players 4 • Price £39.99 • SAVES to memory pack

Why...

IT'S A WORTHY addition to anyone's collection, especially if you have four pads and a couple of trigger-happy friends. However, the single player mode, which should be the main hub of any game, falls pretty short of the best titles on offer in the genre. By all means buy it, but don't expect to be overwhelmed with sophistication and sneak tactics. It's just a ballsy blaster James

Breakdown...

GRAPHICS Levels are really nice, but the characters could be a clearer **8/10**

SOUND Grunts, bangs and spooky atmospheric music aren't too impressive **6/10**

GAMEPLAY Pick up action and play without getting too heavy on the brain **8/10**

LASTABILITY Multi player monster, but a bit drab if you're on your own **7/10**

Why not try...

It's been name dropped to hell in the review, but Goldeneye is still the big daddy when it comes to dishing out death on the N64

Other Views...

LEWIS This is fraggin' excellent! There's nothing finer to unwind with after a hard day than a good Quake II deathmatch!

STEVE Not my 'cup o' char' as they say 'darn sarf', but not bad. Well, at least it wasn't a year ago when this was big!

NOELY Being a PC freak (or just a freak – Steve) this had me slaving over a hot joypad day and night! Quake II rules!

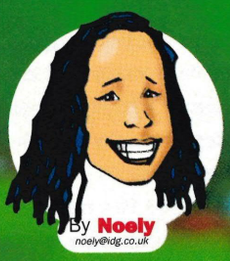
READER REVIEW I've always hated Quake, and this tedious N64 rehash hasn't changed that! – James Groves, Hull

REVIEW

Japanese Release

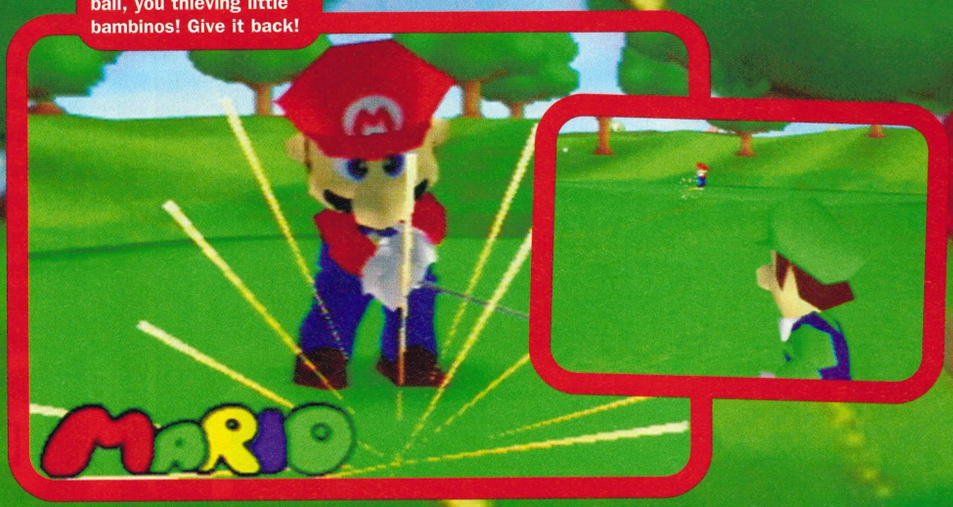
Chubby men waddling around in comical clothing. Who say's Mario Golf's

Mario



By Noely
noely@idg.co.uk

(Whisper) Pssst, readers. I've told the team that I'm a golfing expert with a handicap of 10. It was the only way I could convince them to let me review Mario Golf. So mum's the word, okay? With a bit of luck they'll never notice. Ahem!!



Woah! Whose nicked my ball, you thieving little bambinos! Give it back!

IS THERE anything that this plumber can't turn his kid-gloved hand to? He thrilled us with his driving skills in Mario Kart, delighted us with his painting skills (usually as exciting erm...as watching paint dry) in Mario Paint and Mario Artist, and had us raving about his wild antics in Mario Party. And no sooner has the partying stopped than Mario's letting rip on the golf course with no sign of any hangover, as golf (that dull sport your dad plays, on a Saturday afternoon to get away from your mum) gets the Nintendo treatment.

Since this is golf Mario style, it's bound to attract a wider audience than more 'realistic' games. So even those who can't tell one end of a golf cue (that's club Noely. Which isn't a bad idea come to think of it – Lewis) err, yeah from the other, will be able to pick it up and play.

"The game's as cute and cuddly as a kitten that's fallen in a bath full of champagne"

As you'd expect the game's as cute and bubbly as a kitten that's fallen in a bath full of champagne. It'll be dismissed as twee, because it ditches photo realistic courses, motion captured golfers and the likes in favour of cutesy cartoony characters, Marioland inspired courses complete with Lakitu clouds and ludicrous bowler hat shaped hills, and twee...yes twee, tunes.

But you can take your realism and shove it up your hole (all 18 of them if you ▶

Luigi ends up in the Bunker and the rest of the crew wet themselves

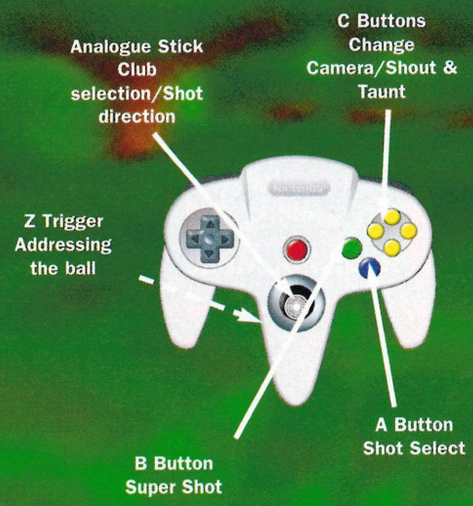
Golf

Tip-Xtra

Watch the wind speed and direction carefully. Don't just accept the auto selected club. If the wind is heavily against go up a club or two (especially with the lower hitting characters) and vice versa

Mama mia! This golfing is hard. I think I might just stick to plumbing

A little lacking in windmills etc. but the crazy golf is great for practicing



The 'Hole' Gang's Here

All your faves are here. From Yoshi, Baby Mario and Peach through to Wario and eventually Bowser

1 Yoshi - Small driver but his long tongue makes him a hit with the ladies. Baby Mario - Lacks the strength of Mazza

2 A bit erratic compared to Mazza but can pull off beautiful birdies with the best of them

3 She may be royalty but she's not afraid to go a round with Mazza and co. Her putting is her crowning ability

4 We're not sure who Plum is but we reckon that since she's quite cute, Luigi might just have his eye on her

5 It's a him, Mario. A great all rounder (round nose, round head and round belly) Mazza is the golfer's guru

Mario Golf

Mode Seven

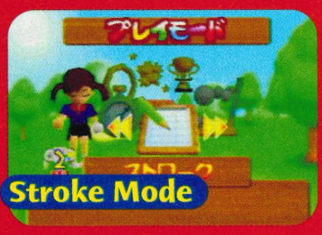
Below are just six of the modes in Mario Golf. The 7th is a secret character mode, which we can't show...cos it's secret

1 Strangely windmilless in comparison to real crazy golf but still good for putting practice

2 Top the leaderboard to claim the trophy and the universal admiration of golfer's everywhere

3 Tricky mode requiring you to shoot your balls into rings, before aiming for the hole

4 Have a quick dabble with this mode and you'll be running around the course like Billy Whizz.



5 Nothing whatsoever to do with a gentle caressing mode, this is the regular style of play

6 Lets you saunter around the course (littered with distance markers) at your own leisure

Tip-Xtra

Use your Super Shots wisely. Don't forget when putting from the edge of the green at the maximum distance (around 10m) it can be worth going for a super shot with your putter which will treble the distance you can hit the ball.

Yoshi connects sweetly with a perfect drive down the fairway

like) if unrealistic golfing's as fun as this. And what is a realistic golf game supposed to be like anyway?

Anyone who's ever had a go at real golf will testify that it's about as easy to pick up as a jellied eel with a pair of chopsticks. If golf games were truly realistic we'd all end up finishing, several broken clubs later, on about sixty over par on each hole, since in real life hitting even the most basic drives is ruddy tricky (unless you're a heavily seasoned pro like yourself Noely – Lewis). Err quite.

Major handicap

Just because everything's cute and twee looking don't think for a second that Mario Golf's kid's stuff. As well as careful selection of your golf bat (you think he's joking – Lewis), you'll need to account for realistic terrain, wind direction, the lie of the ball and even differing weather conditions.

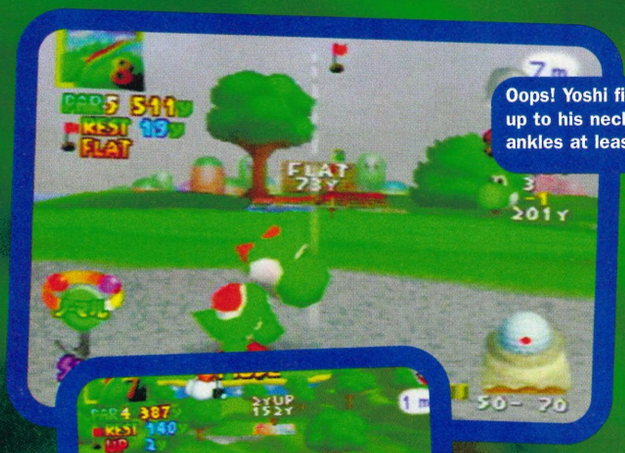
The CPU opponents are no mugs and each of the characters has different strengths and weaknesses, which you'll need to accommodate into your play. So for example, Yoshi only has a poor driving ability, but seems to excel at potting, erm I mean putting.

The beauty of Mario Golf (and this is equally true of all the best cutesy sports titles eg. Let's Smash and Famista) is that on the surface it's simple enough for golfing ignoramuses like myself...oops I mean Mark, to pick up and play, but once you scratch beneath the surface you'll find they're just that little bit too tricky to ever truly master. It's a cliché I know but so true here.

Any old lump can wander round the course and finish a few shots over par. Mark "Note from my Mum, Sir" Hattersley, who's a bit pants at any sport, has been trying for ages and still can't manage to get a bird (Don't you mean a birdie Noely? On no, I don't suppose you do – Lewis). But you'll need to play out of your skin, with birdies almost essential to unlocking the game's many hidden characters and courses.

Billy buy mates

As with all golf games the major fun is to be found in multi player games. But because it's not always possible to get a few mates round your house (and in Mark's case impossible without money changing hands) luckily there are a few brilliant game modes to ensure that even solo golfing in Mario Golf is never dull.

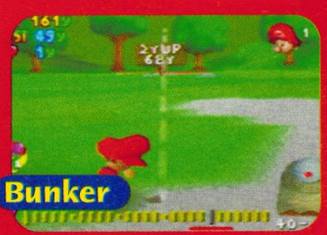


Oops! Yoshi finds himself up to his neck (well, his ankles at least) in sand

Beautiful rolling landscapes and green scenery on course one

Tee-d Off

Just some of the many hazards that'll drive you mad



1 You'll need a clean contact to ensure this tricky shot clears the bunker.

2 The hills are alive...with the sound of people, breaking club's no doubt

The putting in Mario Golf is a little trickier than it looks at times

In addition to the regular mode incorporating Stroke Play, Tournament and so on, there's a Crazy Golf section, Battle Mode, Ring Shot mode (where you must shoot the ball through designated rings while completing the hole), hectic Time Attack (complete with the Mario Kart style Lakitu and his starting lights).

It is I, CorNoelio!

All of which ensures that long after the yawnfests of Wailae and St Andrews have you snoozing, you'll still be trying your damnedest to score birdies, eagles, albatrosses and pelicans in Mario Golf (Pelicans! Right Noely, come clean you don't play golf much do you? – Steve). Err no, but the point is that this is the kind of game that appeals to even non-golfers such as myself, so I'm the ideal person to review it!

Oh please! It's a me, Noelio. (Good grief Noely, get a grip will you? Okay, I suppose you might as well carry on since you've got this far – Steve).

Phew! That was a close one. Anyway, it's difficult to know how to fault Mario Golf. In multi player mode it's every bit as playable as any golf game I've played. As a solo game the unlockable characters and hidden courses amount to over 100 holes of putting perfection. As for its lack of realism. Give me a silly cartoony plumber in dungarees over a beer-bellied ponce in Rupert The Bear trousers any day of the week.

Fore of the best

Just like Famista, Let's Smash and Co. Mario Golf proves that a really good game needn't hide behind photo realistic graphics and motion capturing. Because beneath the twee graphics, and the easy to grasp control system lurks a sophisticated and devilishly addictive game of golf with a level of control and depth that hits these so-called realistic games, to use a golfing term, for six...erm, no that's not tight, I mean for 'fore'. (Okay, Tiger Woods, time to putt it away for good! – Lewis)

3 In the jungle the mighty jungle. Baby Mario's deep in the rough and struggling to keep the pace

4 Baby Mario's in a spot of bother here. He can't see his wood for the trees

5 Water, water everywhere and not a drop to drink. Plenty to lose the odd golf ball in though

It's Got...

92%

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

Why...

Once again the big N sprinkles its wizardry on a game genre with magical results. As a multi player game a round of Mario Golf with a few mates is on a par with any I've played. But it's the single player game that drives up the fairway way ahead of the competition. Yes it's cute, yes it's a bit twee and no it isn't very realistic. But you know what? We wouldn't have it any other way cos Mario Golf is brilliant and we love every cute little inch of it. Noely

Breakdown...

GRAPHICS Who needs photorealism when you can have Marioworld realism **9/10**

SOUND Ear bleedingly twee music cancelled out by excellent effects, shouts and taunts **7/10**

GAMEPLAY Great fun in multi player mode and almost as good in single player. Brilliant **9/10**

LASTABILITY Loads of hidden characters and courses mean you'll be playing 'fore'ever **10/10**

Why not try...

Let's Smash Nintendo You won't need another N64 golfer once you have Mario Golf, so go for a spot of tennis elbow in Let's Smash

Other Views...

LEWIS Put your hand near Mario Golf and it'll bite down and never let go! Mario scores yet another hole-in-one on N64

MARK Glorious golfing goonery that's well above par! It may have a comic style, but it's a seriously good swinger!

STEVE Mega-playable, even in this Japanese form! The best golf game on the N64, and probably the best ever!

READER REVIEW I beat them all! I am the Mario King! I'm invincible, I'm...(going home – Steve) – Toby Addley, Slough

Publisher Nintendo ● Contact 0171 653 377 ● Release Date Out Oct ● Max. Players 4 ● Price £40 ● SAVES To cart

American Release

I am the genie of the N64! What are your three wishes?

Even though I took this corner way too wide I still managed to squeeze past!

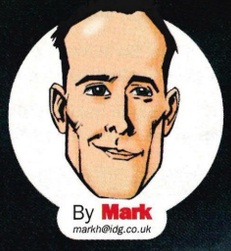
Tip-Xtra

After all those fast and forgiving racers on the N64 you'll be unprepared for the realism! You need to hit the brakes for most corners and force a gear-shift down! Remember to brake going into the corner and accelerate on the way out!

Go easy on the gas!

Or you'll end up spinning like a yo-yo

World Champ



By **Mark**
markh@idg.co.uk

No 'radical' 400 foot high jumps! No 'crazy' power-ups and definitely no 'wicked-style' futuristic flying ships. Fun though they are, I just want a top-notch realistic racing game please!

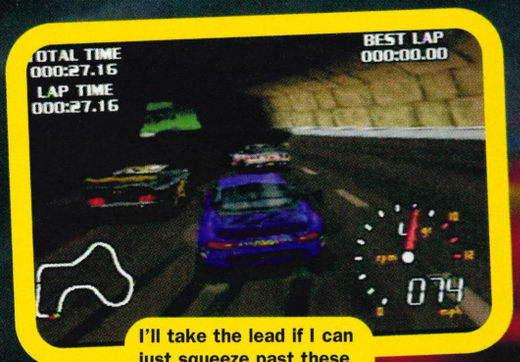
AS IF BY magic all my prayers have been answered! Okay, so really I'm wishing for an island in the Caribbean, a swimming pool full of diamonds and all 40 Dallas Cowboy cheerleaders to cook my breakfast! I know it's not likely to come true, but as wishes go it was beginning to look more feasible than a realistic racing game appearing on the N64.

Until now that is! Because the aptly titled 'Boss Games' have finally got round to making a racer that you can shove straight up a Gran Turismo player's arse and watch him wince. Oh happy, happy days!

Hello sunshine...

It's difficult to describe this game without gushing out everything all at once. It really has got the lot: stunning handling; gorgeous racetracks; and motors that look so good you'll be trying the door handles, just in case they've left the keys in the ignition.

In visual terms this is a Furbie-filled Ferrari that makes every other racer look like a loonie-loaded Lada. As you first tear around the tracks you'll be constantly distracted by beautifully crafted buildings, smooth curving roads and skies so realistic you could spend all day watching the clouds float by.



I'll take the lead if I can just squeeze past these two speedsters!

More gushing?

At which point you'll be dragged rudely back into the game, as you realise that you really shouldn't be approaching that sharp bend at 120 mph. Too late... SMACK! Your car is now spinning faster than a DJ's washing machine, while you're struggling like a maniac to bring the beast back under control. Foot off the accelerator, turn into the skid, then pump the gas until your wheels get grip

"A Furbie-filled Ferrari that makes every other racer look like a loonie-loaded Lada"

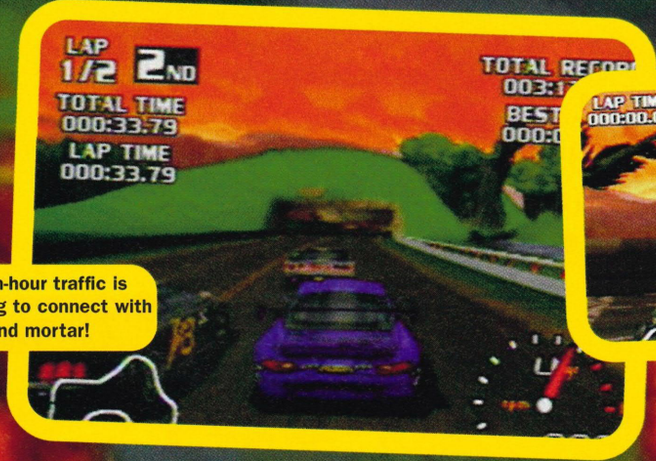
1 I'm hammering into the corner at 97 mph. Not a problem in most unrealistic racers.

2 Quickly realising my mistake I slam on the brakes sending my car into a massive skid.

3 I try to keep it under control, but it's too late and my car spins around. Last place for me!

Driver ionship

SORE THUMB AWARD WINNER



All this rush-hour traffic is just begging to connect with a cement and mortar!

Just look at the detail on that car! It moves like a dream through the track!

and you start powering away again. This time "concentrate on the road!"

Arse banging

There are no easy corners in this game, only ones that are slightly less heart-attack inducing than others! And if you think all those hours spent playing poncy arcade racers will help you with this monster racer, you've got another thought coming – usually attached to a concrete pillar in the kisser! You've got to learn how to brake (remember that B button you rarely use in racing games?) if you want to get around the track without making a total wall-banging arse of yourself.

Gran Tur(ismo)nip

But it's only when you get to grips with the handling, and start to work the track like a pro driver that the real genius of World Driver Championship shines through. In most racing games (let's pick one totally at random... say Gran Turismo) you're really just racing

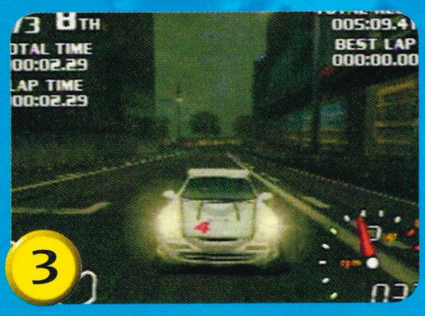
World Driver Championship

Pedal Metal

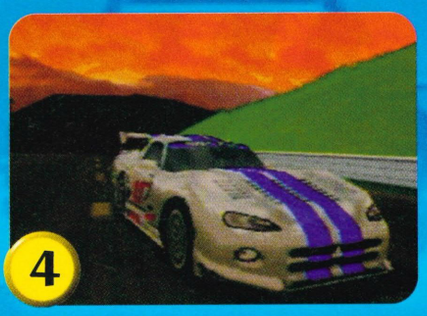
They may not be licensed but they drive like the real thing

Team Elan have a tasty selection of well balanced sportsters

Team Ellipse have chunky motors! They're fast, but not too hot on corners



Team Rage may not be the fastest on the block but they turn on a sixpence



Ram by name and 'ram' by nature. Goes like a rocket and steers just as badly

Start off with Team Reeds. Good for the first few races but soon get left behind

against the track. The whole point of the game is to learn the course and the limitations of your car. Even if you're racing opponents they're usually stupider than a Sony owner, and do nothing more than boringly stick to a dull straight line only moving when you hit them.

Greasy monkey

But in this game learning the track is only half the story. You face eight cars in each race and every single one of them is absolutely determined to come first. They'll block you off, swerve around you, and even try to bash you off the track if they think they'll get away with it. I once chased two cars around a corner, only to see them smash into each other forcing me to swerve like crazy to avoid a pile-up. You just don't get realism like this on any other racing game.

> "It's a dream come true for N64 real racing fans. Gran Turismo can stick this in its ageing tail pipe and smoke it"

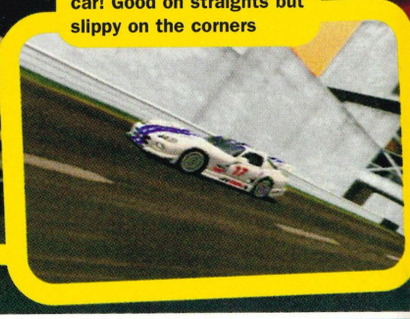
Slow as a cheetah

And don't think you can cheat either. This isn't a game for barging your way around a track, try and you'll find yourself trailing in last place.

With accurate four-point suspension, heavy handed steering, and realistic oversteer this game has an emphasis on gripping realism that puts other N64 racing games to shame! It may not offer the instant thrills of San Francisco Rush, but as a deep, long-term challenge you just can't beat it!

The only dent in the realism is the lack of car damage. You may head-bang away like a heavy metal fan at a Iron Maiden concert, but your car won't get so much as a scratch in its shiny paintwork. Speaking of heavy metal! The music could have been taken straight out of a head-bangers walkman. Screaming guitar solos distract you from your racing until you find the in-game volume control. Just set the music to zero and boost the sound effects so you

Check out the replay! All the cars at once and no slowdown. Awesome!



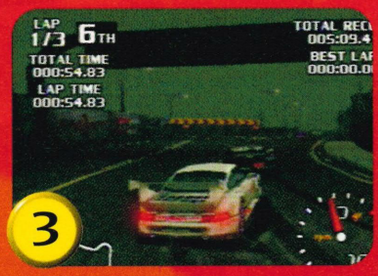
The Viper is a beast of a car! Good on straights but slippy on the corners

Tarmac

The tracks look awesome and are full of thumb numbing twists

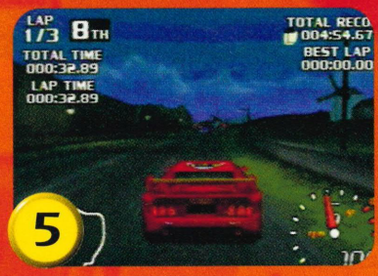
1 I cut the grass on the Black Forest track. That's gonna make me spin!

2 Check out that sunset in Hawaii! It's enough to make you want to slow down!



3 Night time in Koyoto shows off the lighting effects. Don't get distracted!

4 The Las Vegas track has all the famous landmarks by the side of the road!



5 You won't believe how good it looks. Lisbon even has moving windmills!

6 Race through the twists and turns of a woodland track in New Zealand

7 A stunning road race in Rome. Try not to hit the famous buildings!

fully hear the engines roar!

The cars themselves aren't licensed, but they're so close to real-life models that it doesn't matter. You can easily spot cars made by Porsche, Lamborghini, Lotus and Dodge (the Viper is a total nightmare to drive thanks to all that rear-wheel power!).

Careering past

Instead of buying cars you have to earn them in a career mode. You take the role of a rookie driver with just a few offers from losing teams. But as you win races you'll be rewarded with faster cars and better teams will try to lure you away with offers of speedier motors. You'll find yourself torn between staying with a familiar team and getting hold of a new motor.

This is a fantastic racing game, and a dream come true for anybody who's looked upon Gran Turismo with envy. World Driver Championship is better in every way (it even has longer replays!). It looks amazing, and feels so real you'll want to wear a seatbelt while playing. Just don't get behind the wheel of a car after playing. Those car crashes hurt (as resident crash-test-dummy, Noely, can testify!).

World Driver Championship is easily the best car racing game on the N64. Playing it is like witnessing a miracle after all the crud racers we've had to sit through!

It's Got...

95%

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

Why...

Playing this is like getting your chocolate pudding after a meal of sprout and cabbage stew. The graphics are so good they drive you to distraction and the gameplay is so realistic you'll be fighting over fourth place and screaming when you win. It's so good I swear my N64 wouldn't let go of the cart until I promised never to force feed it Cruis'n USA ever again! Mark

Breakdown...

GRAPHICS Incredible tracks amazing looking cars. Better than any other racer **9/10**

SOUND Great engine noise and tyre screeching sound. Music's well done but terrible **8/10**

GAMEPLAY If you're after a realistic racer then you won't find a better game. Period! **10/10**

LASTABILITY With loads of tracks to conquer and plenty of teams to race it'll last ages **9/10**

Why not try...

Nothing else comes close! Next month sees F1 World Grand Prix 2. In the meantime you could get Beetle Adventure Racing!

Other Views...

LEWIS Pipe-smoking PlayStation owners can stick this in their shag-mix and gag-down on N64's Gran Turismo beater!

STEVE I've been raving on about this ever since I saw it at E3 and the finished game is even better. This is incredible!

NOELY Once again Mark's wet his kecks over a racing game, but for once this one's a cracker. Best driver on the N64

READER REVIEW I found it well tricky for ages. But once I got the hang of it I loved WDC – Ben Harvey, Manchester

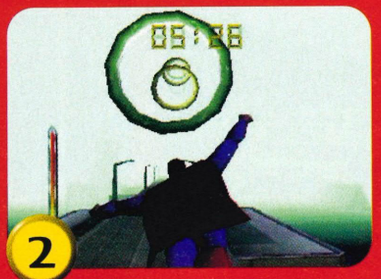
Publisher Kemco **Contact** Import. Dept. 1 0171 9158440 **Release Date** Out now **Max. Players** 2 **Price** £50 **Memory Pak Space** 16 blocks

British Release

Up, up and...comically blunder around the sky! Surely that's not right?

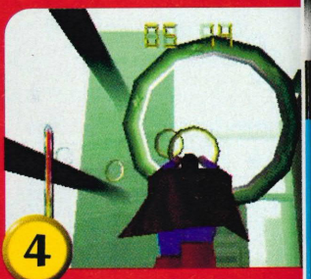
Ring binder

1 As the counter ticks down Superman has to make like a speeding bullet and fly through each ring in turn

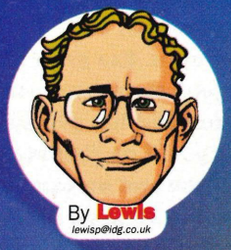


2 Problem is, change direction and Superman does this "Give me a U" impression and becomes all unstable

3 Miss three rings and you're sent back to the start where you'll have to weigh up feigning death or trying again

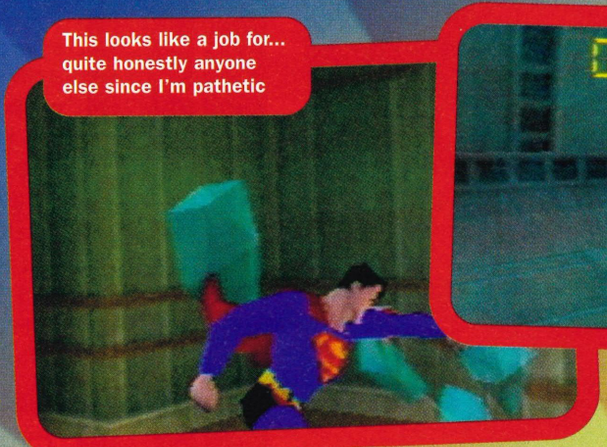


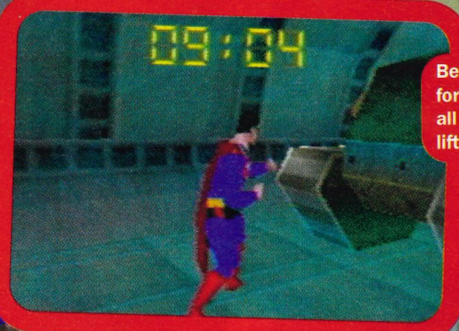
4 Forget throwing cars and fighting shadowmen, this is the bulk of the action!



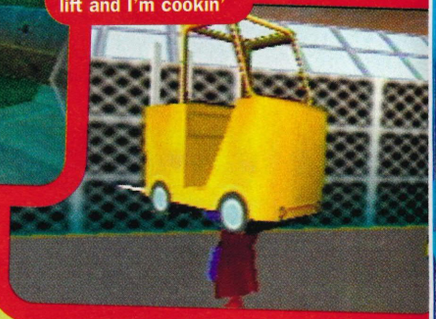
By Lewis
lewisp@idg.co.uk

This looks like a job for... quite honestly anyone else since I'm pathetic





Below: I've got a fork-lift truck, now all I need is a knife-lift and I'm cookin'



Is it a bird? (Yes, but a really ugly one). Is it a plane? (Yep! Plain stupid - Is it a great game?) No, it's Superman!

Super

HE'S GOT the lot. A list of capabilities, abilities and super agilities. Super hearing – never get surprised sneaking snatches of sis's exotic diary extracts. Speed, flight and strength – P.E. becomes a series of embarrassing acceptance speeches. Freeze breath – make a jubbly out of anything. And X-ray vision – for those probing moments into Jane Murphy's (the first girl at my school to sprout those gender definers) gymslip.

No bleach!

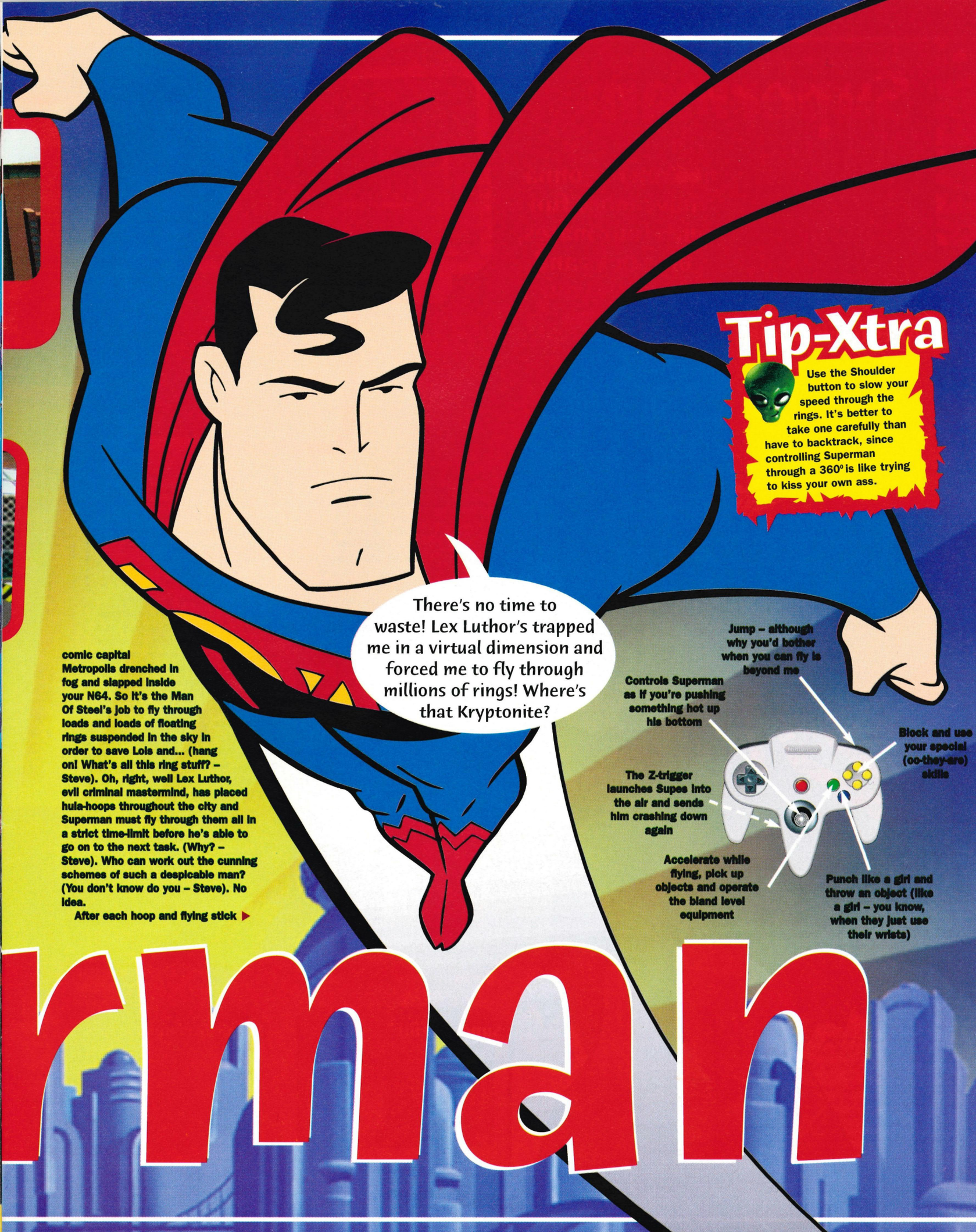
Thing is, if you ever met him he'd make you puke, with his goodie-deeding antics and cat-from-tree-dilemma-saveage. This guy is a boyscout with dib-dib sewn into his shorts – and what's with those Y-fronts anyway? Surely they're not legal! A heavy downpour and old key-to-the-city, butter-wouldn't-rudder-melt is looking pretty see-thru! It's enough to make your granny spit her dentures into her pureed sprouts and cauliflower so hard she'd crack an incisor on the fibre-providing, buttock unclenching mush.

> "His cat from tree-dilemma-saveage makes you puke!"

Spiderman and Batman, the Incredible Hulk and at a pinch the Human Torch, they're all cool, but Superman? He's a complete wuss with a backwards dress-sense and a weird thing about the letter 'L'. Lana Lang, Lois Lane and of course his evil nemesis, Lex Luthor. Who unsurprisingly rears his gleaming baldy evil head once again to cobble together a thinner-than-a-dieting-stick-insect plot for our hero to muddle through. And the flying lingerie model does a fair amount of muddling.

Ring-a-ring-a-doses

Conveniently, Lex and evil sprout head Brainiac have captured Lois Lane and Jimmy Olsen and imprisoned them in a virtual world that looks a bit like the



Tip-Xtra

Use the Shoulder button to slow your speed through the rings. It's better to take one carefully than have to backtrack, since controlling Superman through a 360° is like trying to kiss your own ass.

comic capital Metropolis drenched in fog and slapped inside your N64. So it's the Man Of Steel's job to fly through loads and loads of floating rings suspended in the sky in order to save Lois and... (hang on! What's all this ring stuff? – Steve). Oh, right, well Lex Luthor, evil criminal mastermind, has placed hula-hoops throughout the city and Superman must fly through them all in a strict time-limit before he's able to go on to the next task. (Why? – Steve). Who can work out the cunning schemes of such a despicable man? (You don't know do you – Steve). No idea.

After each hoop and flying stick ▶

rman

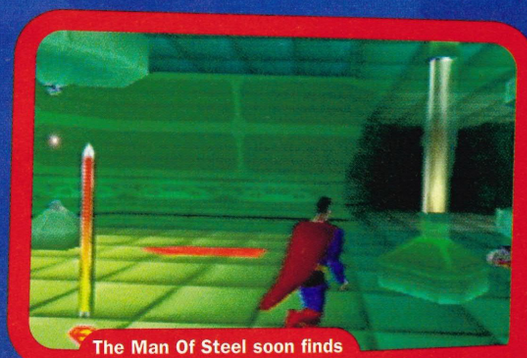
Superman

bit, you're against the clock again trying to perform several daring type doo. Rescue cops from rocket launching hoodlums, stop ram-raiding nutters mowing down the public and save the dopey citizens from random tornadoes. Thing is, you've got to collect your skills before you can use them, and with Superman's horrendously inept attempts at flying, that can prove tricky.

"You're gonna have more fun with four mates, big sticks and bags on your heads!"

Ants in his undies

Jerking and spazzing his way through the air, Superman's almost uncontrollable at low speeds, but once going he settles into a smooth but clumsy looking flight. His arms and legs wave madly as you try and negotiate misty Metropolis, whilst being shot to pieces by the mysterious shadowmen (who are shadowy in a badly drawn and mysteriously animated kind of way). These dastards blast the hell out of the Man Of Steel as you perform a ballet of 3D camera flouncing, before finally landing close enough to nail him in the mush with one punch. Later in the game you can pick up super powers that can dish out more extreme forms of prejudice. Heat rays, freezing breath, x-ray vision are all included, along with super-sprints, which in a unique graphically pleasing moment, blurs Supes into a sting of sausage-Supermen that doubles his running (but not flying) speed. He's uncontrollable at that pace, but it does look pretty cool.



The Man Of Steel soon finds that everything in this world is lethal and tinged green

Flight-sin

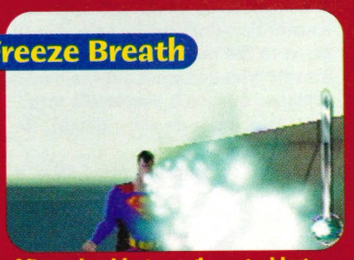
Unfortunately, you can only use each of these powers for a limited time, and in fact, you can only play the game for a limited time. One: because it'll drive you mad doing the ring sections over and over again. And two: because everything is pitched against the clock, so there're no free-roaming fly around the city enjoying yourself bits, instead you've got to take each linear route through the rings and then follow precisely the picking up the computer code – sticking it in slot – opening yet another door...blah, blah, blah scenario.

Mist rolling in...

Multi player ditches the gliding ballerina look and sticks Superman, Brainiac, Darkseid and Metallo on a Forsaken style hoverbike, complete with front mounted lasers, rockets and mines. But don't think you're going to get Forsaken's hyper fast blasting action – think more Forgotten. If single player's foggy, then this is a chip pan fire on board steamboat Willy as it scuttles itself off the Mull of Kintyre. With up to four players in a search... search... spin around wildly until you...destroy the enemy, you're gonna have more fun with four mates,

Super Powers

About as super and power-like as farting in the bathtub – and as smelly



Freeze Breath

After a hacking cough, a gushing fountain of flem fires out from his lips

Super Sprint

Clobber into everything – walls, doors etc. – but really fast!

Super Strength

Manage to hit something (very unlikely) and it'll disintegrate

Tip-Xtra

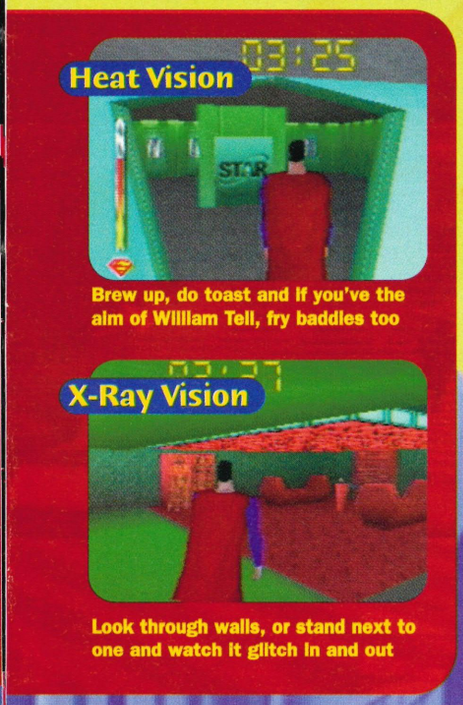
If you buy this game, dash back to the shop and beg to get your money back. If you're given this game, treat them like your worst enemy and never speak to them again. If you rent it, think yourself lucky and always buy N64Pro

Bystanders point to the sky and shout "Just take a look at his club feet!"

big sticks and bags on your heads.

It's got to be one of the most average N64 games I've played (Hang on... that's really harsh, isn't there any of that leaping buildings in a single bound business? – Steve) Nah - more like mincing through the fog, followed by guesswork and then brickwork right in the kisser. (Faster than a speeding bullet then? – Steve) If he flies any faster he'd probably choke on the fogging as the graphics can't keep up whilst he's walking! (Flying through the air with the greatest of ease? – Steve) Try wibbling through the air like an elephant in a leotard. (I don't suppose he's more powerful than a speeding locomotive then? – Steve) What do you think? Yes, he can pick up cars and lob them through the air, but you come up against a pint-sized bimbo in a boob-tube and she kicks his barely covered ass! What gives?

My advice is: If you want to fight injustice in the world and rid it of wrongdoers – find the incompetents that put together this game and give them a good kickin.' Just don't dress up in your mum's knickers and fly about like a drunken hippo to do it!


Heat Vision
Brew up, do toast and if you've the aim of William Tell, fry baddies too
X-Ray Vision
Look through walls, or stand next to one and watch it glitch in and out

If only you could hammer all the bugs in Superman, it'd be a superb game

It's Got... 73%

SOFTWARE HOUSE LEAGUE -2 pts SOFTWARE HOUSE LEAGUE

Why...

By default, this is the greatest Superman game ever (there's only this one), so if you're a pre-school Superman freak, you're gonna buy this, leap off the stairs wearing a teacloth round your neck and then struggle for weeks trying to get to grips with it. Everyone else, and I mean everyone else, should ignore this completely or you'll be leaping off the stairs with a noose round your neck. **Lewis**

Breakdown...

GRAPHICS Gag on the fog, then giggle at Superman's epileptic attempts at flight **4/10**

SOUND Snippets of speech and then eerie silence for most of the game. **5/10**

GAMEPLAY Even the masked magician can't explain where it's gone **5/10**

LASTABILITY The longest game ever, because there's no way you'll want to play it twice **7/10**

Why not try...

Anything else instead... oh alright, there are games with a greater stench than this, but only Gameboy Color games!

Other Views...

STEVE If I was still a kid I'd have absolutely loved it. If you like Superman, and you've got an N64, then get this!

MARK Forget saving the world! Just save yourself forty quid by ignoring this pathetic game. Super? I don't think so!

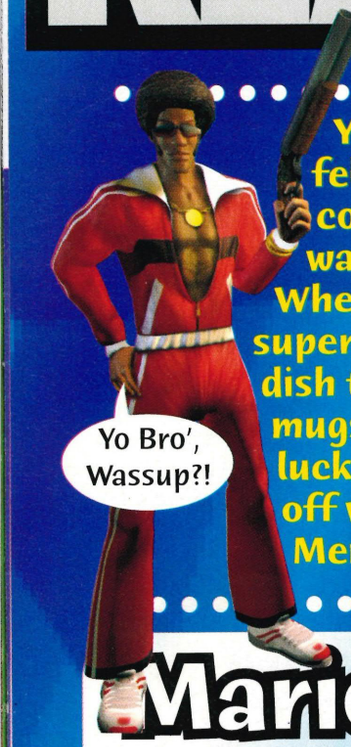
NOELY This needs locking in a phone box and dumping into a huge kryptonite filled pit. You'll need nerves of steel to play it

READER REVIEW They made me play it, even when I begged. I'd rather have been back in school! – Tim, Cumbria

● Publisher Titus Software ● Contact 01276 684959 ● Release Date August ● Max. Players 4 ● Price £49.99 ● MEMORY Pak Space Yes

Are you down wit yo games or is they sorry suckers?

READER'S REVI



Yo all you funky fresh fellas, and cooler than cool chicks, John Torque wants your reviews. Whether yo' games are super fly or jive ass jokers, dish the dirt and we'll put yo' mugshot in the mag. One lucky monkay's gonna strut off with a Pro Crew Membership fo' sure

Mario Kart 64

What WE said

"Mario Kart is a flawed genius. However, it is a testament to how smart a game Mario Kart 64 is that it has these flaws, yet still manages to coast home as a winner. However, for pure multi player thrills and spills it is one of the best multi player games I've ever played." **NOELY** 91%

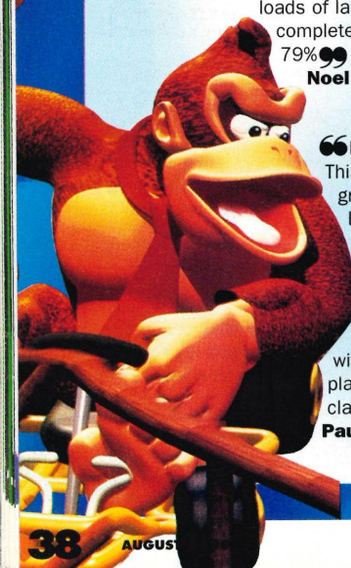
What YOU said

"This is the plumber's second outing on the N64 and it doesn't disappoint. It may be one of the older titles for the N64, but I don't care. It's unreal!" **Tim Walker, Cumbria (Age 14)** 94%

"This is a brilliant racing simulator that takes you through loads of lands. The idea's to get to the top, complete the game and earn extras. I give this 79%" **Noel Danso, Clapham (Age 13)** 79%

"Racing mayhem has never been better. This game never gets boring, never! Good graphics, superb gameplay and a definite Diddy Kong Racing beater. You must buy this game." **John Bird, Leicestershire (Age 13)** 94%

"The plumber once again provides a feast with a tough one player challenge, frantic multi player mode converted into 3D from its SNES classic. There's life in the old dog yet!" **Paul Gallen, Belfast (Age 13)**



Vigilante 8

What WE said

"V8 is like a spaced out shoot'em-up with attitude and I love it. Imagine Destruction Derby with wicked wheels, tonking tunes and an awesome arsenal of weaponry. It's a badass blast with more boogie than a night at your local disco and twice as much action. If you ain't down with V8 you just ain't down sucker." **NOELY** 92%

What YOU said

"Destruction Derby, huh! This is miles better. Smash and crash cars. Bullets flying about which are impossible to dodge. If you get this game you won't be let down." **Chris Rudd, Cambs (Age 15)** 97%

"This game kicks ass! They should put a government health warning on the box. You've got guns, cars, ace levels, guns, cool characters. Oh yeah and did I mention guns? Ace." **John Torque, Burton upon Trent (Hmm fancy that eh, John Torque living in Burton on Trent) (Age 34)** 97%

"Come get some Torque. Eat dust Beezwax. Get lost Chassy. This game is amazing. Oi! Get off Convoy! You'll keep coming back man. Well worth a 92%. Okay, maybe 95%" **Ash Phillips, Surrey (Age 10)** 95%

EWS

"Ha! Ha! Ha! Ho! Ho! Ho! Hee! Hee! Hee!"

South Park 64

What WE said

"I can't remember a game ever making me laugh out loud more than once or twice, but South Park has me in stitches every single time I play it. Okay, it's not innovative, but the multi player game is the best around, and more than makes up for the one player game being a bit samey. A must have for fans and a good laugh for all." **STEVE** 92%

What YOU said

"Predictable but addictive. Merciless killing has never been so enjoyable. To be blunt, South Park is sex on a stick (but slightly less messy!)."
James Naylor, Berkshire (Age 16) 99%

"Cool, funny, action packed and awesome. This game has it all. You'll never believe how much sampled swearing your N64 is capable of. It's like Turok 2 with turkeys. Excellent."
Asad Moosar, Leicester (Age 14) 92%

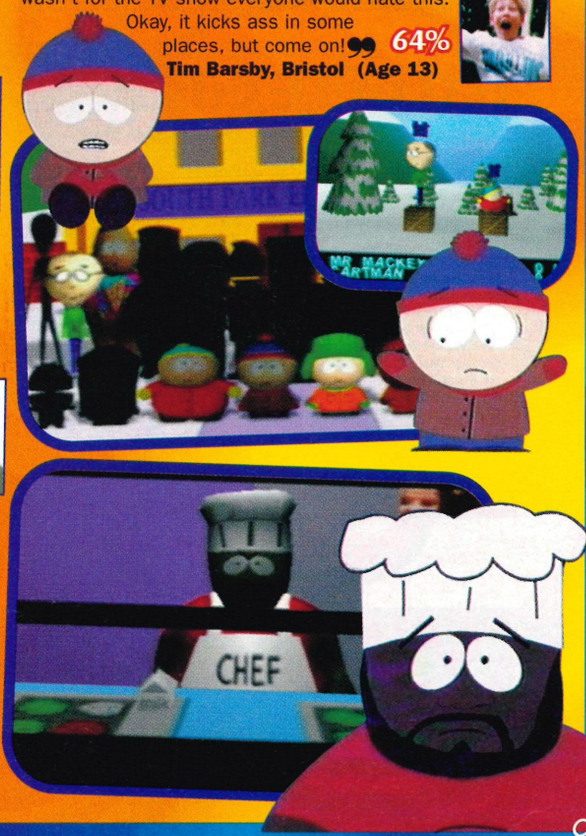
"Ha! Ha! Ha! Ha!
Ho! Ho! Ho! Ho!
Hee! Hee! Hee! Hee!"
Alan Shave, Perthshire (Age 13) 100%

"Turkey kickin', cow stickin', alien hoppin', clone poppin', robot smashin', toy crashin', kick arse of a game. "BEEFCAKE!"
Brian Trinder, Somerset (Age 23) 90%

"Ha, ha, ha! What a load of crap. Repetitive single player, rubbish multi player and 'bouncy' controls. Even the speech gets boring after a while. Don't buy this, it's utter crap."
Craig Ellis, Livingstone (Age 16) 70%

"Straight to the point. South Park is awful. The backgrounds have been coated with a tin of white paint. Acclaim hide your face in shame, in Kenny's orange jacket. Immediately!"
Paul Gallen, Belfast (Age 13) 59%

"I don't know what all the fuss is about. If it wasn't for the TV show everyone would hate this. Okay, it kicks ass in some places, but come on!" 64%
Tim Barsby, Bristol (Age 13)



N64 Pro needs you!

You da man Brian. That cool as ice South Park review of yours just netted you a Pro Crew Membership, you lucky sucker! If there's any cool cats out there think they can wup Brian's butt then send yo 30 words to 'Reader Reviews' N64 Pro, Freepost 3038, Macclesfield, SK10 4YE (along with a cool photo). If it's good enough you in here Bro!

Name
Address
Postcode Age

The game I'm gonna review is...

And here goes...

		Score	%

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BLAGGER'S GUIDE TO

Vigilante 8

Driving got you down? Chill out and soothe your troubles away with this ultra-funky guide. Man. Yeah!

Vigilante 8

Welcome to the happy, cheery world of Vigilante 8. If you've played any Vigilante games before, you won't be disappointed with this version. If you've never heard of the series, then you're in for a ride. Rev up your engine, get your machine handy, and get ready to blow a hell of a lot of things up!

Modes of Play

You begin by having to choose the kind of game you want to play and assuming you are playing a one player game, you have three choices:

QUEST MODE

This consists of a series of four missions for each character. To win the whole level, you must succeed in all four missions, completing the specific objectives and destroying all enemy vehicles. Enemy vehicles are selected randomly and their number and ability increase as you progress.

SURVIVAL MODE

The object of this mode is to see how many enemies you can destroy before you yourself are wrecked. You will face an unlimited number of enemies, with up to six attacking you at the same time, the ultimate challenge.

ARCADE MODE

Here you must select a location, a vehicle and some opponents (you can have upto twelve). You can also decide how many times each enemy can regenerate, then you get to battle it out.

Characters/Cars

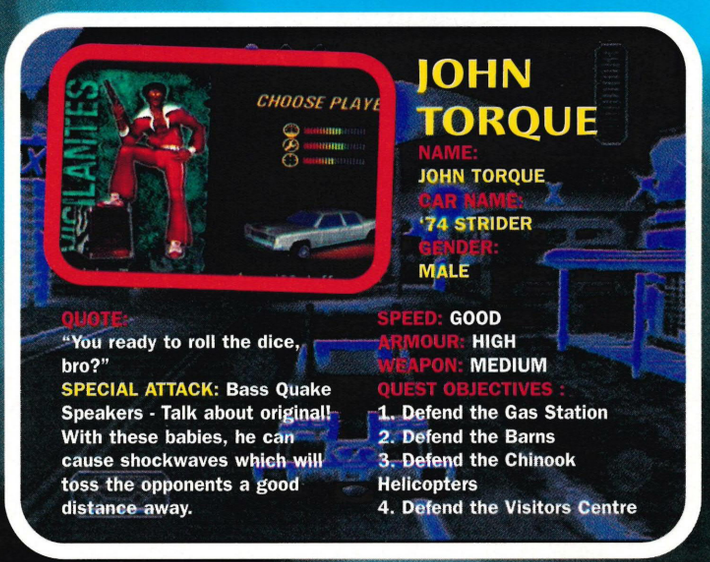
CHASSEY BLUE

NAME: CHASSEY BLUE
CAR NAME: '67 RATTLER
GENDER: FEMALE

QUOTE: "Let's get on with the mission. mmm?"
SPECIAL ATTACK: Gridlock - Sends out a dozen small energy balls that explode on contact. Very powerful, but difficult to aim (unless you drive very close to your opponent).

SPEED: HIGH
ARMOUR: BELOW-AVERAGE
WEAPON: ABOVE-AVERAGE

QUEST OBJECTIVES :
1. Defend the Ski Lodge
2. Defend the Anasazi Ruins
3. Defend the Wedding Chapel
4. Defend the Silos



JOHN TORQUE

NAME: JOHN TORQUE
CAR NAME: '74 STRIDER
GENDER: MALE

QUOTE: "You ready to roll the dice, bro?"
SPECIAL ATTACK: Bass Quake Speakers - Talk about original! With these babies, he can cause shockwaves which will toss the opponents a good distance away.

SPEED: GOOD
ARMOUR: HIGH
WEAPON: MEDIUM

QUEST OBJECTIVES :
1. Defend the Gas Station
2. Defend the Barns
3. Defend the Chinook Helicopters
4. Defend the Visitors Centre

SLICK CLYDE

NAME: SLICK CLYDE
CAR NAME: '70 CLYDESALE
GENDER: MALE

QUOTE: "Ye-haw, here I come `ya hick!"
SPECIAL ATTACK: Lightning - Will attack several times, and can stall your engine.
SPEED: GREAT

ARMOUR: ABOVE-AVERAGE
WEAPON: MEDIUM

QUEST OBJECTIVES :
1. Defend the Oil Rigs
2. Defend the Lift Stations
3. Defend the Bank
4. Defend the Hangar

LOKI

NAME: LOKI
CAR NAME: '73 GLENN 4x4
GENDER: MALE

QUOTE: "Fasten your seatbelts, and get ready for takeoff!"
SPECIAL ATTACK: Scatter Missiles - Sends many missiles into the air, devastating anything around.

SPEED: BAD
ARMOUR: ABOVE-AVERAGE
WEAPON: VERY HIGH

QUEST OBJECTIVES :
1. Destroy the Transformers
2. Destroy the Ski Lodge
3. Destroy the Chinook 'copters
4. Destroy the Indian Village

SHEILA

NAME: SHELLA
CAR NAME: '69 JEFFERSON
GENDER: FEMALE

QUOTE: "Eh, let's get wild, OK?"
SPECIAL ATTACK: 24mm Tantrum Gun - Blows all of the weapons away from the enemy...also packs quite a punch.
SPEED: AVERAGE

ARMOUR: LOW
WEAPON: HIGH

QUEST OBJECTIVES :
1. Defend the Oil Pumps
2. Defend the Power Stations
3. Defend the Galaxy Hub Hotel and Casino
4. Defend the Zuni-Vista Hotel

HOUSTON 3

NAME: HOUSTON 3
CAR NAME: '75 PALAMINO
GENDER: FEMALE...KIND OF

QUOTE: "I may be half-human, but I'm all woman..."
SPECIAL ATTACK: Death 3 AX - Tracks your enemies and steals their weapons.
SPEED: VERY GOOD
ARMOUR: AVERAGE

WEAPON: AVERAGE

QUEST OBJECTIVES :
1. Destroy the Gas Station
2. Destroy the Lift Station
3. Destroy the Bank
4. Destroy the Hangars

BOOGIE

NAME: BOOGIE
CAR NAME: '76 LEPRECHAUN
GENDER: MALE

QUOTE: "Whooo...let's get with the groove!"

SPECIAL ATTACK: Disco Ball - Inflates and then sends fireballs everywhere.

SPEED: MEDIUM
ARMOUR: BELOW-AVERAGE
WEAPON: VERY HIGH

QUEST OBJECTIVES :
1. Destroy the Radio Towers
2. Destroy the Barns
3. Destroy the Wedding Chapel
4. Destroy the Visitors Centre

BEEZWAX

NAME: BEEZWAX
CAR NAME: '76 STAG PICKUP
GENDER: MALE

QUOTE: "Gonna sting ya REAL good..."

SPECIAL ATTACK: Bees - Will send radioactive bees towards the nearest vehicle...very powerful and annoying!

SPEED: MEDIUM
ARMOUR: MEDIUM
WEAPON: VERY HIGH

QUEST OBJECTIVES :
1. Destroy the Oil Rigs
2. Destroy the Condominiums
3. Destroy the Galaxy Hub Hotel and Casino
4. Destroy the Silos

Secret Characters

These characters can only be obtained once you have completed the game with other characters. If you go to the Passcode screen (under Options) you'll see a diagram as to how it works. To fill in the blank spaces you need to complete the game with the two characters linked to it.

- **Getting the secret character Molo: Beat the game using both Loki and Houston 3.**
- **Getting the secret character Sid: Beat the game using both Boogie and Beezwax.**
- **Getting the secret character Dave: Beat the game using both Chassey Blue and Slick Clyde.**
- **Getting the secret character Convoy: Beat the game using both John Torque and Sheila.**
- **Getting the secret character Y the Alien: Beat the game using Dave, Convoy, Sid, and Molo.**

MOLO

NAME: DAVE
CAR NAME: '66 School Bus
GENDER: MALE

QUOTE: "Get in the back of my bus, haw haw!"

SPECIAL ATTACK: Pollution - A very large cloud of black smoke comes from behind, plus if you hit someone with the bus, it will cause them a lot of damage.

SPEED: LOW
ARMOUR: VERY GOOD
WEAPON: LOW

QUEST OBJECTIVES :
1. Destroy the Oil Pumps
2. Destroy the Train Station
3. Destroy the Windmills
4. Destroy the Zuni Vista Motel

DAVE

NAME: DAVE
CAR NAME: '70 Van
GENDER: MALE

QUOTE: "Sensors detect no intelligent life...hehe"

SPECIAL ATTACK: Call Collect - To aliens, that is. Call some UFOs and watch them swarm around your enemies, attacking again and again.

SPEED: VERY HIGH
ARMOUR: VERY GOOD
WEAPON: VERY HIGH

QUEST OBJECTIVES :
1. Defend the Gas Station
2. Defend the Barns
3. Defend the Chinook Helicopters
4. Defend the Visitors Centre

SID BURN

NAME: SID BURN
CAR NAME: '69 Manta
GENDER: MALE

QUOTE: "Is it getting hot in here? He haw he..."

SPECIAL ATTACK: Molotov - Sends fireballs in every direction.

SPEED: VERY HIGH
BODY: LOW
WEAPON: LOW

QUEST OBJECTIVES :
1. Destroy the Oil Pumps
2. Destroy the Anasazi Ruins
3. Destroy the Power Station
4. Destroy the Oil Tanks

CONVOY

NAME: CONVOY
CAR NAME: '73 MOTH TRUCK
GENDER: MALE

QUOTE: "Ain't nothin' on earth that can stop a convoy!"

SPECIAL ATTACK: Dynotyre - Sends a tyre rolling about, and strapped to it is a stick of dynamite. Bizzarely, the tyre is able to track it's target.

SPEED: VERY HIGH
ARMOUR: VERY GOOD
WEAPON: BAD

QUEST OBJECTIVES :
1. Defend the Train Station
2. Defend the Gas Station
3. Defend the Condominiums
4. Defend the Crude Oil Tanks

Y THE ALIEN

NAME: Y THE ALIEN
CAR NAME: '64 LUXO SAUCER
GENDER: UNKNOWN

QUOTE: "Let the invasion begin!"

SPECIAL ATTACK: Luxo Laser - Sends beams out zapping your opponents?

SPEED: HIGH
BODY: HIGH
WEAPON: HIGH

QUEST OBJECTIVES :
1. Destroy the Oil Pumps
2. Destroy the Train Station
3. Destroy the Windmills
4. Destroy the Zuni Vista Motel

Weapons

Sky Hammer Mortar

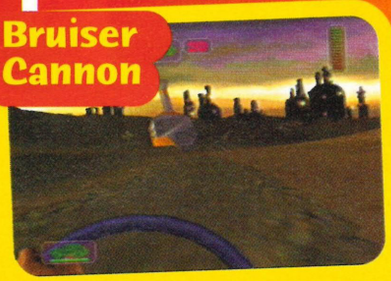
Sky Hammer Mortar: A large tube will be set up on the roof of your vehicle. The shot is a large purple blast of energy which will track down the nearest enemy and explode on it. It's not that powerful, though.

1. Turtle Turnover - Down, down, down, fire machine gun (Costs 2 Shells): Sends a powerful green blast that will make an opponent flip over everytime.
2. Crater Maker - Down, down, up, fire machine gun (Costs 5 shells): This yellow charge will send an enemy straight to their death...or close to it, at least. Taking off nearly 1/3 of it's energy, the Crater Maker will also usually make a huge crater in the ground.

Machine Gun

Machine Gun: Your main weapon, it's very weak and doesn't do much damage at all, but it's good for taking down buildings, scenery etc. Infinite ammo.

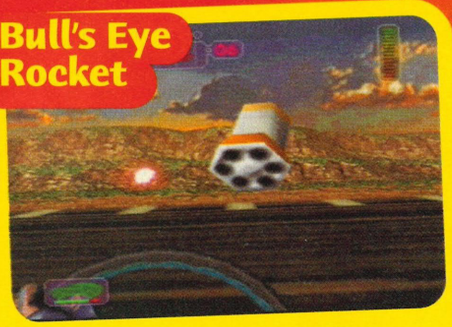
Bruiser Cannon



Bruiser Cannon: Although it will follow your enemy's path well, that does not guarantee a hit. If both of the vehicles (yours and your target's) are going very fast, then it probably won't hit them unless you are lined up perfectly.

1. Cow Puncher - Down, up, down, fire machine gun (Costs 2 Shells): Fires a powerful rocket which will knock your enemy high into the sky!
2. Buckshot - Down, up, up, fire machine gun (Costs 5 Shells): Fires five rockets...at once! Beware of the explosions.

Bull's Eye Rocket



Bull's Eye Rocket: It doesn't track, making it difficult to aim. Leaves a red explosion and is pretty powerful!

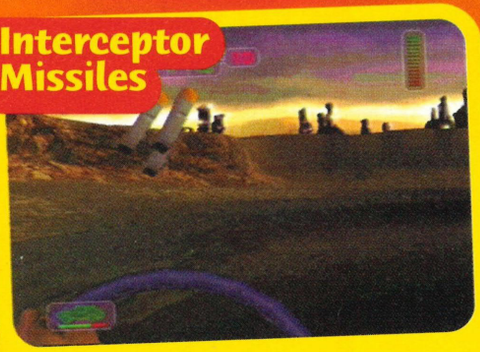
1. Road Runner - Up, down, down, fire machine gun (Costs 2 Shells): Not very useful, since it goes in a straight line...It if hits, though, expect the car to go out of control.
2. Stampede - Up, down, up, fire machine gun (Costs 5 Shells): Fires five missiles in a row. Obviously, whoever is on the receiving end won't be very happy about this.

Roadkill Mine

Roadkill Mine: This device is set up on your bumper, and will lay down one mine at a time. Each mine does very little damage, not to mention it is quite small, possibly the least useful weapon.

1. Bear Hug - Left, down, right, fire machine gun (Costs 2 Mines): The mine will not explode, instead it will create a huge vacuum effect which will suck anything near it inside. Anything from the outside can have fun making pot shots at the victims...
2. Cactus Patch - Left, right, up, fire machine gun (Costs 5 Mines): Lays a lot of mines.

Interceptor Missiles



Interceptor Missiles: A triple barrel gun on your roof, the Interceptor Missile will be floating in the air for a few seconds before firing it's rocket engine...it will then track down the nearest target, leaving behind a cool smoke tail.

1. Halo Decoy - Up, up, down, fire machine gun (Costs 2 Shells): If any missile or attack is coming towards you and you fire this, the projectile will track the decoy instead of you.
2. Afterburner - Up, up, up, fire machine gun (Costs 2 Shells): The missile stays in the gun, but it fires it's engine, so you get a huge speed boost.

General Tips

1. If you get flipped over, wiggle the control stick back and forth, it doesnít take long for you to get back on your feet.

2. Sometimes you'll come to a standstill when you car's been stalled somehow. Just hold the gas and it will eventually come back on. In the meantime, you'll be open to any attacks.

3. It is possible to make your car get a jumpstart. When you've come to a complete stop and start going again, tap the gas button and you will quickly go to your top-speed. Use this before jumps for some extra distance or when you're going to smash someone for maximum damage!

4. If you can hit a car with two or more weapons at once, you can perform a 'whammie' which is very damaging. Try cycling through the weapons while firing, although bear in mind that the machine gun does not count.

5. Choose your vehicle with care, if you consider yourself to be good at racing games, then youíre probably going to prefer a fast car to zoom around in. On the other hand, when you are controlling a large vehicle (like the school bus), if your weapons are not very good, you can just ram other cars and buildings.

6. Experiment with the first and third person perpectives, by pressing L. Although you start with a third person view, you might find you prefer to play in first person mode as you have a clearer view ahead.

Level Tips

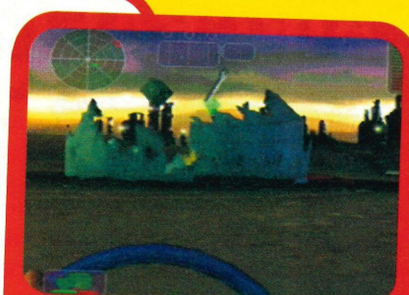
Depending on which character you choose your mission objectives will differ, as will the plot, levels, and ending. The Vigilantes will have to protect buildings while the Coyotes will have to destroy targets...Then to finish the stage you have to destroy all of the enemy cars. For the Coyotes, there is a "Target description" so you know what to look for. When you are protecting something as a Vigilante, you need to read the 'Defensive tips', although usually keeping way from the targets will draw the Coyotes away from them as well in most cases.

OIL FIELDS

Target description: The oil rigs are small towers that have a metal rod going in and out of the ground. Also, you need to destroy the small brown towers. You can ignore the large group of oil tanks, though. The raw gas tanks, which are for Sid, are located in the gated off area.

Defensive Tips: Since the enemy's target is all over the level, your best bet is staying in the fenced off area (at the bottom of the map). You'll need to blow the gate off its hinges, but it is away from the oil rigs and is enclosed, so no stray fire will hit the rigs.

There are loads of power-ups on the top of the tanks, just carefully drive up the ramps.



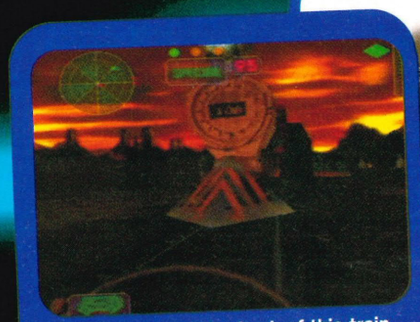
You'll have to get them sharpish before the tanks are destroyed!

Blast the entrance like this to get through to the oil tanks

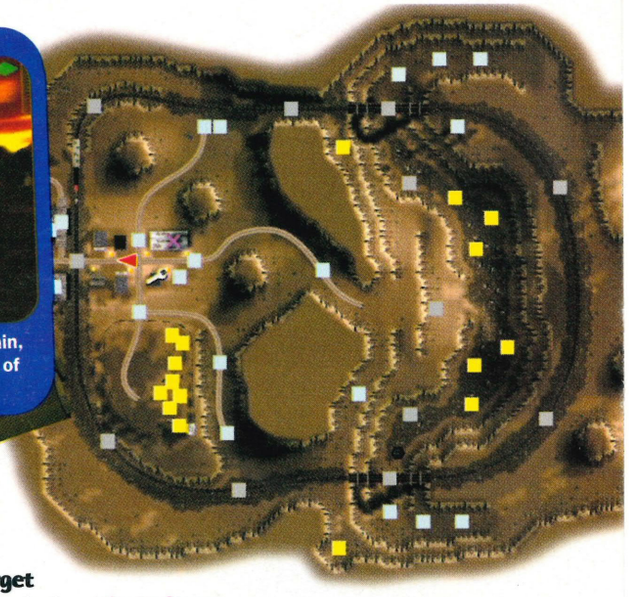
Go through these two sets of burning pipes, (shoot the flames first) for an area full of power-ups.

CHEATZONE Vigilante 8

GHOST TOWN



If you get round the back of this train, you can shoot the crates for plenty of items



Target description: The Indiana grounds are easy to find, just look out for the teepees which turn out to be surprisingly explosive! Also, the bank can be found in the ghost town part. If you're Molo, you'll need to destroy the train station...it's right in front of where you start.

You think I could get a job as a beefeater?

AIRCRAFT GRAVEYARD

Check out the hangars for hidden items, simply shoot or smash through the doors.

Target description: The aircraft towers are pretty obvious to see, they are a lot taller than most of the other buildings. Just blow them up! As for the Chinook Helicopters, look near where you start. They're crashed, but they still need to be blown away.

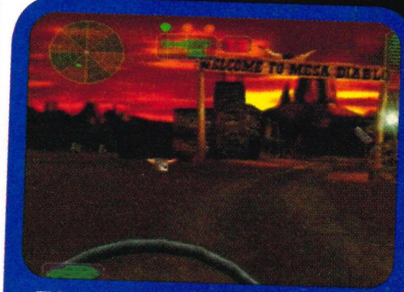
Defensive Tips: Stay on the opposite side of the level away from the targets and everything should be fine, watch out for the planes landing and taking off though, they are a lot bigger than you!

Drive around the outside of the area and you'll find two doughnut shaped places, both contain a large number of items.

Look for these two towers with a wire connecting them, if you bump the red light underneath and change it to green, a plane will come and bomb the runway, destroying your enemies.

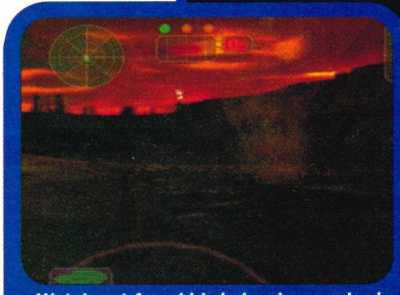
Go through these two sets of burning pipes, (shoot the flames first) for an area full of power-ups.

Lots of stuff scattered around the graveyard, so do a bit of exploring.



This town isn't the most welcoming of places, so do your best to wreck it!

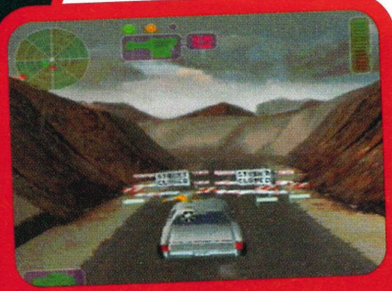
Defensive Tips: Once again, draw your enemies away from any target sites, anywhere at the top end of the map should work. The lower area is a pain to get out of, especially with the whirlwinds hanging around there, so if you get the chance, shove your opponents into there to get rid of them temporarily.



Watch out for whirlwinds when you're in the bottom area. Fortunately theyíre more annoying than damaging.

At one end of the trench is this switch, get on the bridge above it and trigger it to send a bolt of electricity through the water, frying any one it in.

HOOVER DAM

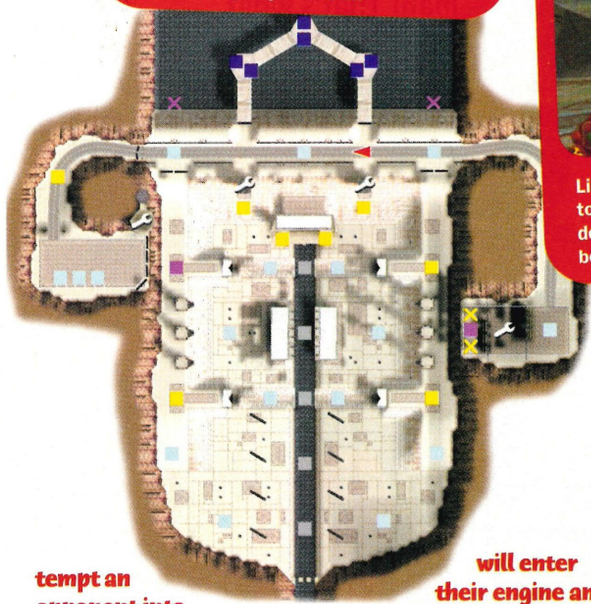


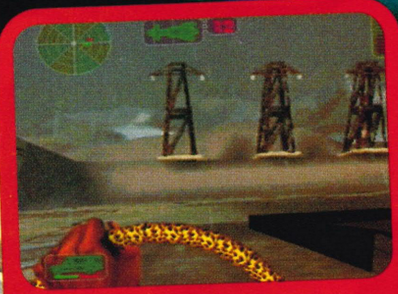
This roadblock is just asking to be smashed.

the very top of the level. Go up the slopes and you will find a paved road, turn left and follow it and you will find it. The Transformers are also found on the road, but you turn right instead. They are the electrical towers...you only have to blow up a few of them. However, you can keep destroying them, because they hide a few goodies. For Sid, the Power Plant is basically the thing where you hit the switch to cause the electricity, (see caption).

The black holes are nifty little transporters, drive into them and theyíll shoot you out of the hole on the other side of the dam.

Defensive tips: Try to tempt an opponent into the water (shoot at them from the opposite bank and they will try to get to you). If they stay in the water too long, water will enter their engine and they will stall. If you find that you are heavily under attack at any point, make a dash for the black holes to escape.





Like most things in this game, these towers can be destroyed, however the debris from these can be very damaging because they are so huge.

VALLEY FARMS

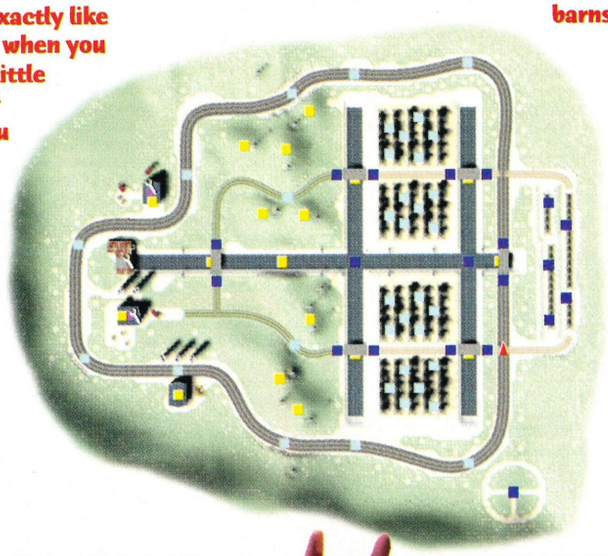
Shoot the windmills and the sails will crash down on the nearest vehicles, but make sure that's not you!

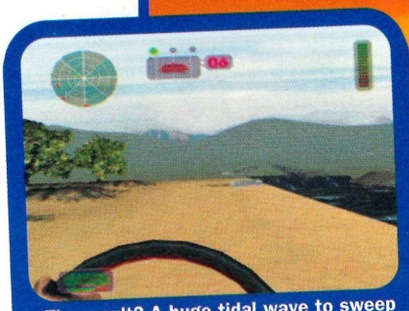
Target description: The silos are large gray structures that look like smoke stacks. Watch out! They leave very large explosions and a lot of falling debris. The barns look...well exactly like barns! Also, when you destroy the little wagons near the barns, you can use them as ramps to the upper area of the barn.

Defensive tips: Like the Hoover Dam stage, you should try to lure enemies into the water. Then shoot one of the valves to create a tidal wave. This will travel a fair distance and throw anyone caught in it into the air. Again, also stay away from the silos and barns.

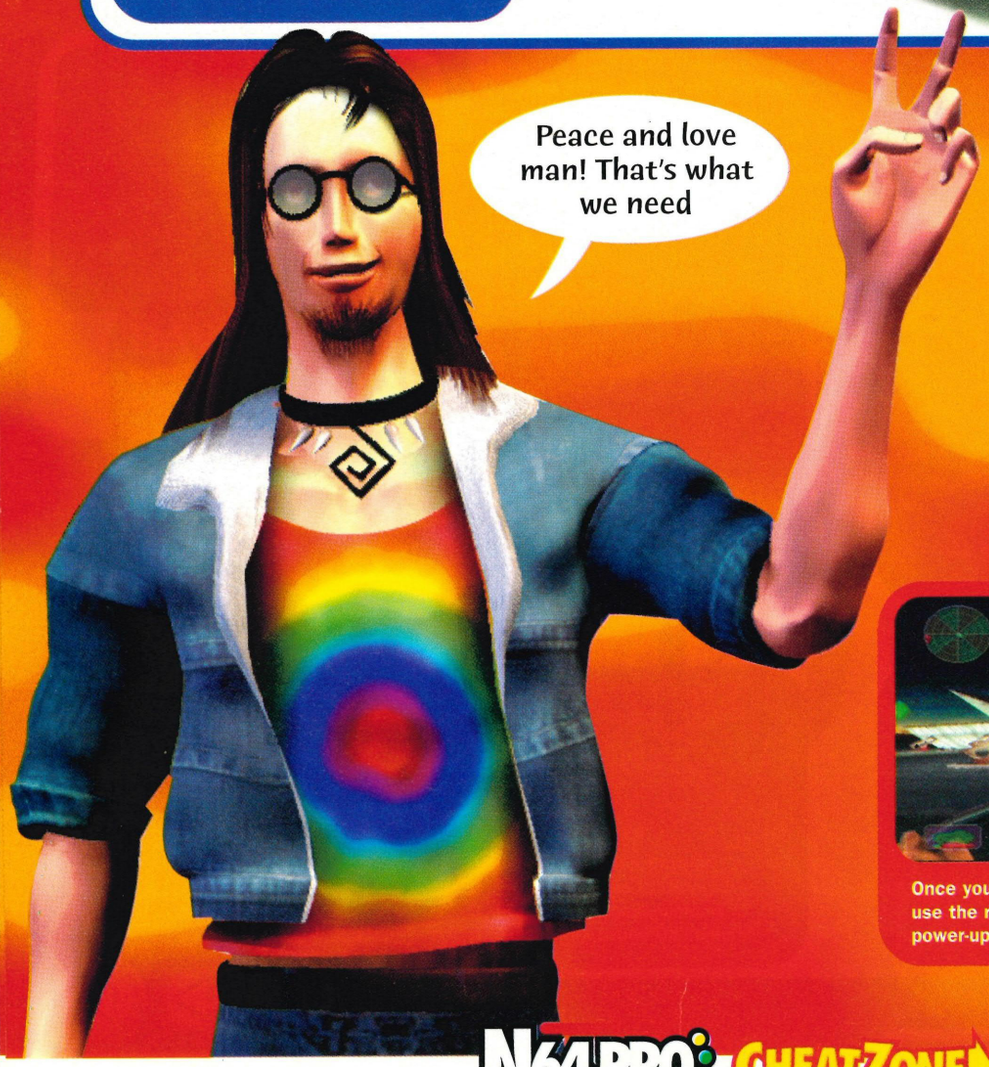
Try shooting one of these valves at the side of the trenches until it falls in the water.

Be careful when blowing up the silos they produce pretty large explosions.

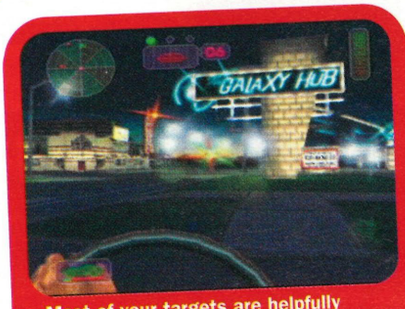




The result? A huge tidal wave to sweep away anything in its path.



CASINO CITY



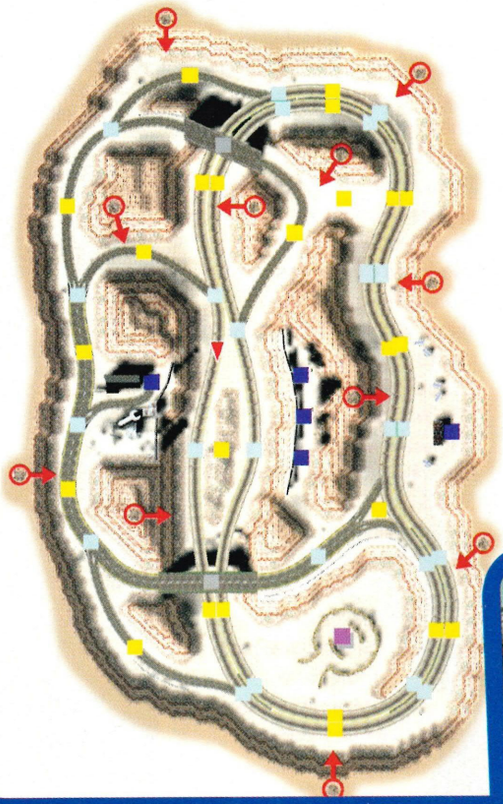
Most of your targets are helpfully signposted..

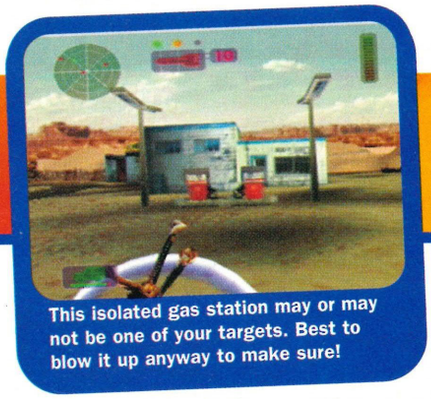
Once you've blown up the gas station, use the roof as a ramp to reach the power-ups in mid-air.

Target description: The Galaxy Hotel is easy to find because it is a huge building with a glass door and a sign that says "Galaxy Hotel." The other target is easy as well because it has a sign. The Wedding Chapel is directly in front of the Hotel, it looks like a church.

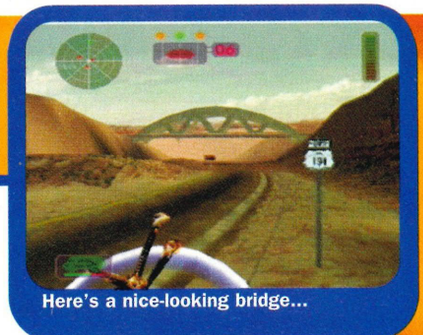
Defensive Tips: Just stay

CANYON LANDS





This isolated gas station may or may not be one of your targets. Best to blow it up anyway to make sure!

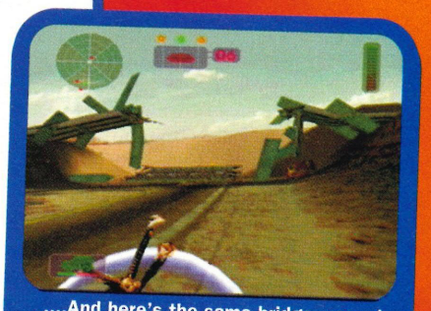


Here's a nice-looking bridge...

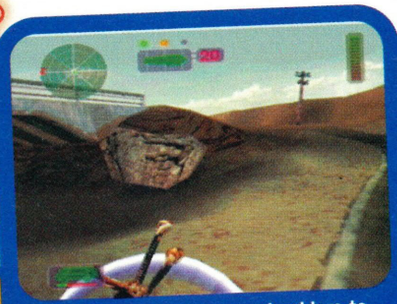
Target description: The Gas Station is at an isolated location at the very top, near the bridge. The Motel is also next to the gas station. The ruins, which must be destroyed when playing as Sid, are located near the trailers and the grocery store (the one with the soda machines).

They are near a fenced off area, it's hidden quite nicely so you might have to explore a bit.

Defensive Tips: If you can, get on the other side of the area where the targets are and before the enemiy reaches you blast the bridge that links across. There are other ways to cross, but then you will have one less place to guard. use the boulders to your advantage, you can knock them in any direction.

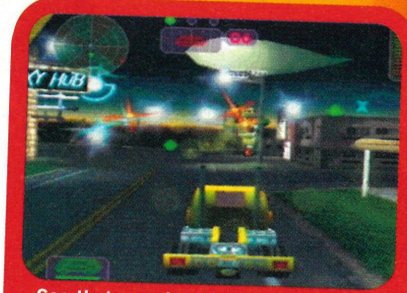


....And here's the same bridge several bombs later!

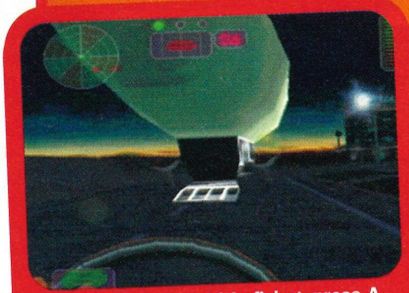


You can knock into these boulders to send them rolling about wildly, if they smash into someone, it's not a pretty sight.

away from the above targets and everything should go smoothly. There are loads of buildings and structures here, so ambushes are a good tactic. Watch out for enemies sneaking past you in the blimp.

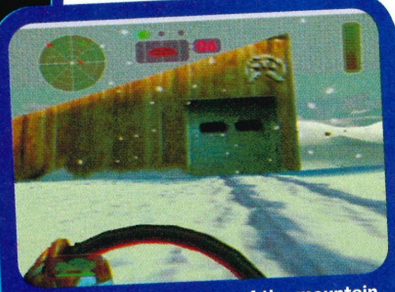


See that massive blimp thing? Wait until it lands and you can drive into it.



Once you're in and it's flying, press A to drop on the roofs and grab the lovely items there.

SKI RESORT



At the top and bottom of the mountain, driving into the lift buildings will take you onto the ski lift.

Once on the ski lift you can get your hands on the power-ups suspended in the air.

Target description: Behind from your starting point, the condos are a group of shacks near the base of the mountain. You only have to destroy about 2/3 of them to meet the mission requirements...Just be careful, when they are destroyed, the explosions they leave can knock you back quite a bit! If you have to destroy the Ski Lodge, then look for the building next to the ski lift at the bottom of the mountain. The ski lift station, which you have to destroy as Houston 3, is the small shed next to the ski lift.

Defensive tips: Stay at the top of the mountain, since the condominiums are at the base of the mountain. Shoot down the large trees, a giant avalanche of rocks and snow will cascade down the mountain and sweep anything in it's path away, causing a ton of damage. To add insult to injury you can dash down the mountain at top speed, keeping up with the avalanche and witness a helpless truck or car get swept away!

Avalanche! Watch out for these, they sweep away anything nearby, including vehicles.

Secret Levels

The last three arenas are just there as extra battle arenas, none of the quests actually require you to go there. Super Dreamland 64 can only be accessed in Survival and Arcade, it can not be found in Quest mode. And it is only in the N64 version! This stage is hilarious! It's like a super cute world! Rainbows, fluffy clouds, enemies with big eyes, pigs, chickens...then you get to kill them with your rockets.

Secret Base: Beat the game using Dave and Molo
Sand Factory: Beat the game using both Convoy and Sid.
Super Dreamland 64: Beat the game using Y the Alien.

CHEAT CODES (Enter in options area)
Note: _ indicates a blank space.

Y the Alien	GIMME_DA_ALIEN
All Vehicles Except Alien	GANGS_UNLOCKED
Unlock the Levels	LEVEL_SHORTCUT
All Cars and Levels	JTBT7CFD1LRMGW
Choose the Same Car	MIX_MATCH_CARS
Very High Resolution	MAX_RESOLUTION
Great Missiles	MISSILE_ATTACK
Invincibility	LIVING_FOREVER
Quick Weapons	FIRE_NO_LIMITS
Little Gravity	A_MOON_GETAWAY
Take Out All Enemies	POPULATION_OUT
Slow-Animation	GO_REALLY_SLOW
Very High Difficulty	I_AM_TOUGH_GUY
See All Endings	LONG_SLIDESHOW

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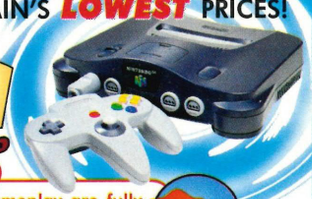

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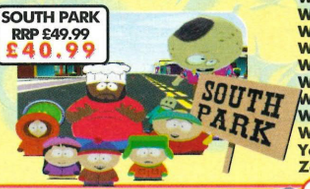

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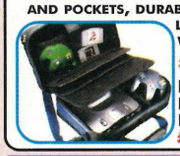

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CHEAT ZONE

Magny Cours Grand Prix -France

Length: 4247m
Laps: 72
Total distance: 305.784km

STRATEGY:
Stops: 2
Tyres: .....soft

Racing Simulati Monaco

CIRCUIT

DESPITE the prestigious support and backing from President Mitterand, many real-life F1 drivers find this French circuit tedious, mainly because overtaking is mission impossible. Based near Nevers in central France, it does, however, offer some fine moments where pure driving skill is required.

This begins with the fast right-hander Estoril that follows the pit straight. On this layout with its tight turns and slow corners, the Estoril curve is the main difficulty. The way it is driven determines the maximum speed at the end of the straight. In other words, if you get it wrong, you can lose two seconds easily on a curve that should be negotiated in 4th at 180 km/h. Many drivers enters too fast and are unable to counteract the centrifugal force taking them towards the gravel at the side of the track. It's important to get it right because it leads into the fastest straight of the circuit.

Another high point is the rapid sequence leading to the downward sloping bend at Chateau d'eau. The surface of the circuit is very smooth, which means the ride height can be lowered, in order to make the car nimble when entering those fast corners, changing direction and braking. This track is quite slippery so watch out!. One last detail the rather winding entrance to the pits should be entered carefully.

SET-UP

There are two different set-up options to get through the Estoril curve fast: - The simple method: Increase the downforce. This enables you to maintain a high speed in the curve but, obviously, it will be to the detriment of maximum speed and means time lost at each acceleration point. This is the first adjustment to make before touching the others.

More complicated methods: Play with the arsenal of settings at your disposal to enable the car to keep on line. First you have to adjust the springs, making sure that the difference between front and rear is not too great (avoid minimum at the front and maximum at the rear, for example.) Next you can tweak the downforce and the dampers.

Subtler methods: One set-up enables considerable modification of the behaviour of a car in big, fast curves of the Estoril type - camber. Because a car rolls as it goes through a curve, it can be worthwhile setting more camber on one side than the other. By raising that of the outside wheels and decreasing that of the inside, you can make a car more effective in a curve, though care has to be taken not to alter its performance in the other sectors. It's really worth a try as you can shave off seconds. Overall, the car's set-up is not that complex and optimal solution can be found quickly.

TACTICS

There's still one crucial factor to make settings effective and that's the line you opt for and the way you enter the curve. First of all, in general there is less payoff when taking a corner flat out then slamming on the brakes in the middle than there is in entering it slower and trying to accelerate gradually.

Second, before the corner, it's better to travel on the outside of the circuit, then look for the opportune moment to plunge into it. This may seem like child's play, but you often sees your mates not following these basic moves and getting seriously tragic lap times because of it.

Great Britain (Silverstone)

CIRCUIT

EVER since the very first race on this former RAF aerodrome in 1948, the circuit has been a favourite with drivers. Its special feature is its curved starting grid followed immediately by the first sweeping corner: Copse Corner. From flat out in 6th, into 5th then downhill before coming back to top gear for the sequence of Maggots and Becketts, this is an exhilerating ride!

TACTICS

The best drivers will combine speed and trajectory to shoot out of Chapel and reach maximum circuit speed at the end of Hanger Straight before taking the blind Stowe corner in 4th. The club bend requires some gentle acceleration. The descent to the Bridge is flat out with an empty tank, or ease off acceleration if the tank is full – again a question of getting the right balance.

Finally, Brooklands, and Luffields, a tricky sequence taken in 2nd until Woodcote corner, then up to max. speed except it in the rain. It's a demanding circuit that requires concentration. Every mistake is a costly one and there are plenty of opportunities to make them!

SET-UP

'Driving in the rain' should be the theme song of this round of the Formula 1 World Championship.

If there's a lesson to be learned from this race, it's about the choice of tyres in tricky conditions. On a soaking wet track it's a real gamble trying to judge which type of tyre will be most appropriate. As a general rule, when track humidity is around 15%, wet tyres and slicks perform about the same. Obviously, above this threshold, wet tyres are strongly recommended, below it, slicks are.

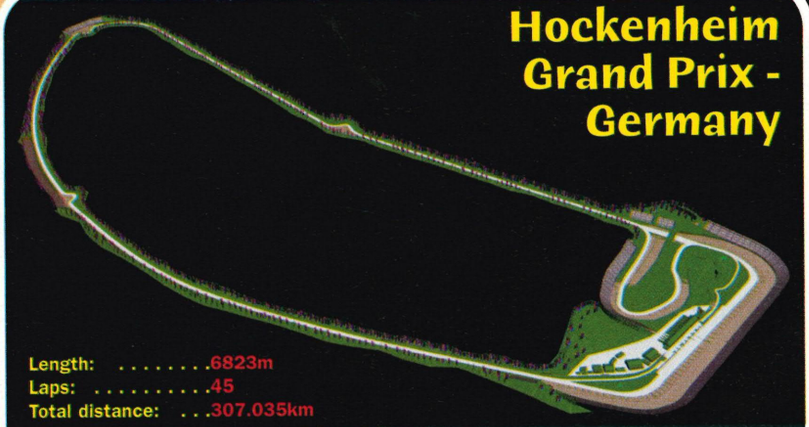
On a wet track, the choice of tyres isn't the only parameter influencing the behaviour of a car. A wet weather setup can be used that makes the rear wheels adhere more than the front wheels. It is easier to drive a car that has a tendency to understeer on a wet surface than one that oversteers. To improve the overall adherence of the car you can add to downforce. In this way, the car will be easier to drive in quick and semi-quick corners, but no way will the lack of adherence and transfer of engine power to the track at low speeds be resolved – this is the major problem in Formula 1 on a wet track.

It is necessary to slacken the suspension, starting at the rear, then successively adjust the springs, the dampers and the anti-roll bars. Then make adjustments at the front with the aim of obtaining a neutral car, if not one that slightly understeers. It is quite difficult to gauge in what proportions one should slacken the suspension because the adherence of wet tyres varies according to how much water is on the track. The more there is, the less the tyres will grip and this in turn will affect the chassis setups.

on: Grand Prix

Racing Simula

Hockenheim Grand Prix - Germany



Length: 6823m
Laps: 45
Total distance: ...307.035km

STRATEGY
Stops .....2 or 3
Tyres: .....Soft

CIRCUIT

THE Hockenheim circuit, with its 1km plus straight at a maximum speed of 350 kph, is unique and very exciting. After several long straights that are joined by three famous chicanes, drivers emerge from the forest to warm applause. It's a great moment for all drivers. A series of bends then follows before the pit straight completes the lap.

TACTICS

The secret of this circuit is optimise downforce so that high top speeds are achieved, though keeping enough to get through the chicanes and the stadium as fast as possible. Drivers need to brake very sharply to slow down from 300/350 kph and down form 6th into 2nd gear in the space of a few metres.

The circuit is deceptively simple. However, it requires a large amount of experience to balance the car. And you need determination and unswerving nerve confidence to drive at 350 kph between rows and rows of trees.

SET-UP

These two days in Germany really can show the qualities of the top teams. Fast circuits always come in the last part of the season. They require quite a specific engine/aerodynamics

Budapest Grand Prix - Hungary

Length: 3968m
Laps: 77
Total distance: ... 305.536km

STRATEGY
Stops: .....2 or 3
Tyres: .....Soft

TACTICS

Rarely can we see a race so full of surprise and suspense as at the Hungarian GP. Tactics is what this race is all about.

For example, surprising opponents can be a very effective strategy: driving with minimal fuel to get ahead enabling a driver to take the last fuel stop in his stride. This can mean driving 2 to 3 seconds faster than the nearest rivals.

100% concentration is also required, with drivers not only having to negotiate the difficult tight corners but also having to observe the behaviour of their adversaries' cars and the times they're doing. Speedy mental arithmetic is then called for comparing opponents' times with your best performances and then calculating how much time could be gained and how much is going to be lost. Of course the penalties will be immediate if you go off the track or keep making mistakes as you push your car to its limit.

The Hungary circuit, considered as one of the slowest, after Monaco, lends itself quite well to these sort of tactics because you're frequently accelerating from low and moderate speeds and your tyres are wearing quite fast, which can make you lose lots of seconds if you have a two-stop strategy and the car is too heavy with fuel. Don't make the mistake of making the last re-fuelling stop 30 laps from the end, which result in a heavy car and underperforming tyres at the end of the race.

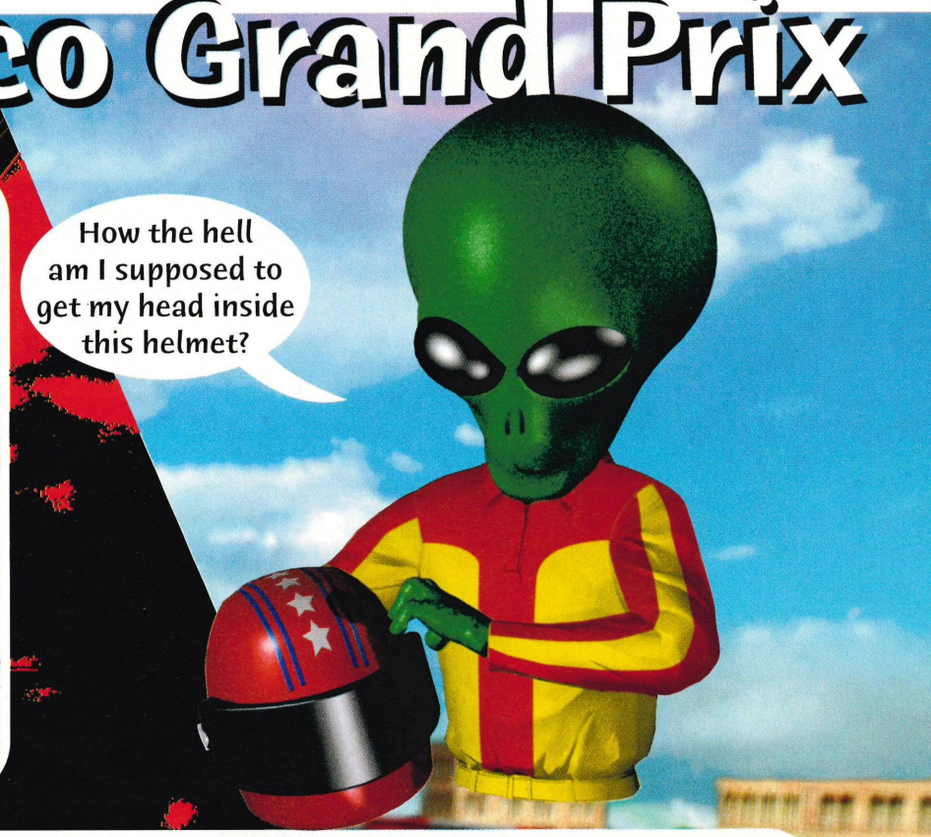
CIRCUIT

A FAVOURITE Grand Prix with the drivers and racing fans alike, this circuit is located around half an hour's drive from Budapest. It is a fairly slow circuit with few straights and offering few opportunities to overtake. As it is not used very much during the year, there are many bumps and it's particularly slippery due to sand on the track. Thus in the numerous bends there's always the risk of spinning off the track. The absence of straights means that drivers can't relax, which makes this a physical and especially tiring race.

SET-UP

The circuit is situated in a dip, and the mid-August heat increases the wear on the tyres. The right set-up will include a lot of downforce. To stand a chance of winning, driverS must take the lead from the start, which is clearly easier in pole position. Either that or come up with a good strategy for overtaking in the pits.

tion: Monaco Grand Prix



combination. Obviously the best engine on the grid will have an advantage, but a poor chassis won't get optimum use out of it.

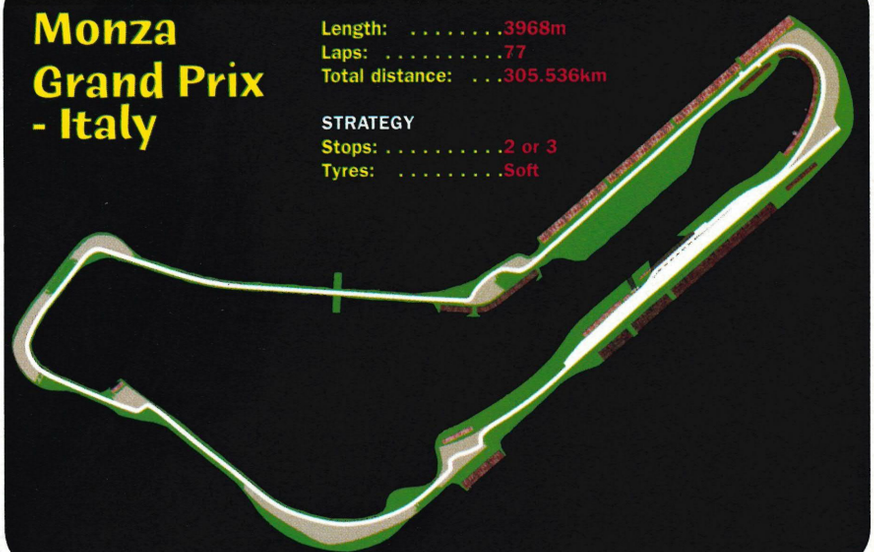
The aerodynamic set-ups must be adjusted according to the tyre grip obtained coming out of a corner at low speed, and on braking. The more the rear wheels slide, the more time is lost, even if you have the impression you're coming out of the corner fast. If the aerodynamic effect when accelerating at low speed seems minimal to you, or difficult to feel, the effect when braking certainly isn't. So, if you notice that braking distances are excessively long with little pedal pressure, you'll probably have to adjust the brake settings to remedy the situation.

If you fancy yourself as an ace, set the aerodynamics as weak as possible and try racing Schuey style. In theory, losing more time on three difficult-to-negotiate corners than on a 2 km straight doing 5 to 10 km/h less. It's always a question of compromise and this particular one is difficult to arrive at.

Monza Grand Prix - Italy

Length: 3968m
Laps: 77
Total distance: . . .305.536km

STRATEGY
Stops: . . . . . .2 or 3
Tyres: . . . . . .Soft



CIRCUIT

ON THE fast Monza circuit – in Tifosi territory (Ferrari addicts), it's certainly a compelling race for Formula 1 fans. In case you had forgotten that red is the local team's colour, you are surely reminded by the Tifosi flag waving en masse – a spectacular sight.

TACTICS

The Italian circuit, just outside of the stylish city of Milan, is all about speed. With an average per lap of 240 kph, the long straights are broken up by chicanes and the fast bends: Curva Grande, Curva di Lesmos and Curva Parabolica. Entering these chicanes is hard work on the brakes and can cause quite few problems. The first sequence after the starting line is a fairly tight left/right/left that often causes early collisions. To avoid the risk of that, better to be one of the first to go through it. Hence, the importance of doing a good time in the heats and get in pole position!

SET-UP

But what Formula One fanatics want to know is how, where and when to change the set-ups to get the very best out of the car. This is the second fastest of the season after Hockenheim. It can be compared to the German circuit because the same careful attention is should be paid to downforce and engine settings given that most of the time the car is going flat out.

Looking at the layout of the circuit, it's basically made up of four straights, taken at full tilt. On the pit straight, the best engines can get up to 350 km/h. The car must have excellent mechanical set-ups to accelerate with maximum effectiveness coming out of the chicanes. On a layout such as this, maximum speed needs optimising, to allow this acceleration to be tiptop.

Maximum speed depends on two important factors: aerodynamics and engine power. Take care to adjust downforce so as to make sure the car handles well in all sectors of the circuit. As for the engine, maximum revs can be increased or decreased but that doesn't mean it'll be more powerful; on the contrary, power may be lost.

The whole point of adjusting maximum revs is to change the gearbox ratios as well. The faster the revs, less penalties will be received when revs drop on changing to a higher gear, for that way engine speed will be at optimum, which will give better acceleration in intermediate gears, i.e., in 3rd, 4th and 5th.

Changing this parameter usually means adjusting gearbox ratios. Start by increasing the maximum speed of the engine to 100 revs per minute – which is enormous in Formula 1 - then, according to the time it takes to reach maximum revs in the intermediate gears, re-adjust the gearbox ratios, checking that you will actually save time accelerating and gain a little maximum speed. If this is not the case, go through the adjustments again, one by one.

CHEAT ZONE The Cheat

Mario Party

You won't get bored of this board game! Not with all this hidden stuff I've found! All the play areas, lots of secrets and great ways to earn easy cash!

BUMPER BALL MAZE 1
To access the mini-game "Bumper Ball Maze 1," you must reach the goal of Mini-Game Island and defeat Toad in a game of "Slot Car Derby 2."

BUMPER BALL MAZE 2
To unlock Bumper Ball Maze 2, you must clear all 50 Mini-Games on Mini-Game Island and then go talk to Toad at the Goal.

BUMPER BALL MAZE 3
Once you have set new records on Bumper Ball Mazes 1 & 2, Bumper Ball Maze 3 will become selectable.

EASY MONEY
Go to Minigame Stadium in the option house. Set the computers on hard, use handicaps and set 50 coins for each player, and set it for 30 turns. When you are near the end of the game turn the computer players to human players so that you can get all the coins they have raked in. Every time I do this I usually get 800-1000 coins.

ETERNAL STAR BOARD
To unlock the Eternal Star stage, complete all boards, then earn 100 stars and visit the Bank.

EVEN EASIER MONEY
Go into the minigame house and look in the pot to the right of the mushroom dude. The minigame stadium fills up your bank (100coins/player) in 10 turns! However, it doesn't contribute to your stars at all.

FILL MUSHROOM BANK EASILY
Every time players complete a game, the stars and coins from each human player are put into the Mushroom Bank. However, if computer players are filling in, those coins and stars are lost. An

Castlevania

Don't get scared by this spooky adventure! Just use my tips and you'll be placing a stake through old Drac's heart in no time!

REINHARDT'S SECOND COSTUME
In the Tower of Execution, go up to the third level and slash one of the iron maidens to get the execution key. Now jump back down to level 2 and enter the iron gate that was once locked. Walk down the hallway and look over the ledge to see a floating platform with an iron maiden. Slash it to reveal the purple jewel that is secret #2 on the item list. This will unlock his costume.

CARRIE'S SECOND COSTUME
At the very top of the Tower of Sorcery, just before the exit, look out and you will see a torch on a floating platform. Use holy water to see the invisible path that leads to the purple jewel in the torch that unlocks secret #2, Carrie's 2nd outfit, after you finish the game.

EASY MONEY
In the Castle Centre, in the room where you fight the Abomination, (The Really Big Bull) there is a crate in the left of the big crystal. Whack it three times, and 2000g will be yours. Now save and repeat. You will get a load of money doing this!

FINDING SECRETS
If you press the ACTION button when in front of most statues you will receive a roast chicken or a roast beef. Sometimes reading the clues on these statues will reveal other hidden surprises. Also, ledges containing secrets can be accessed by just jumping straight up and pulling your character to the top.

HARD DIFFICULTY
To obtain the hard difficulty setting you must get the first green jewel that releases secret #1 on the item list. It is located in the forest stage in a torch upon a floating platform.

Once you've done that, finish the game with either character. After the ending sequences and credits, you will be able to save your game and select a new, previously inaccessible HARD difficulty mode.

Hidden Power-up before Dracula
When you are climbing the stairs up towards Dracula's lair, you pass through two towers before reaching the final tower. At the last tower, jump onto either of the two torches and shimmy around the ledge to the other side. There you will find a breakable torch with a Red Jewel and a floating platform. You can walk to the platform on thin air by walking straight toward it from the torch with the Red Jewel. Inside you will find a Healing Kit, helpful for the major battle(s) to come.

KILL FIFTH LEVEL BEAST EASILY
To kill the beast on the 5th level quickly and easily, use an axe on his head until it eventually disappears. If done properly, you kill him after only taking off 1/4 of his life meter and you get a roast beef as a reward.

SECRET ITEMS IN THE CASTLE COURTYARD
In the Castle Courtyard wait until 12:00 midnight and a secret platform will rise from the fountain allowing access to the items on the top.

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ts are Out There

easy trick to accumulate lots of stars and coins is to switch all players to human in the last round of the game. (You can do so by pausing and accessing the options menu.) Complete the board and you will be able to keep ALL the stars and coins.

MAGMA MOUNTAIN BOARD
To access Magma Mountain, you must first play all the standard boards in Light Play (20 turns.) After that's done the key to Magma Mountain will become available for purchase. It costs 980 coins, and is an additional game board with a Bowser theme.

NO BOO
After you complete Mario Party by earning 100 stars and by finishing the "Eternal Star" board, "No Boo" will become available in the Mushroom Shop.

NO KOOPA
After you have completed Mario Party by earning 100 stars and by finishing the "Eternal Star" board, you'll find that "No Koopa" will also become available in the Mushroom Shop.

VIEW THE ENDING SEQUENCE
It may seem silly to most people, but you can even purchase the ending sequence of the game from the Item Shop, once you've earned 100 stars and have completed the "Eternal Star" board. Once purchased, you can watch the ending at any time from the Option House.

WipEout 64

You won't 'wipeout' if you use all these cheats !

CYCLONE WEAPONS POWER-UP
Complete Weapons Challenge mode and get a Bronze or better and you will receive a power-up that doubles the damage caused by your weapons.

VELOCITAR TRACK
Finish Race mode with a Bronze or better to access this track.

PIRANHA II SHIP
Finish Time Challenge mode with a Bronze or better.

UNLIMITED ENERGY
During the game, hold Z, L, and R, then push C Up, C Down, C Left, C Right, C Up, C Down, C Left, C Right.

SUPER COMBO CHALLENGE MODE
Finish all three Challenge modes.

UNLIMITED AMMO
During the game, hold Z, L and R, then push C Down, C Down, C Left, C Left, C Right, C Right, C Up.

SECRET OF CHARLIE VINCENT
In the Villa, Charlie tells you he is off to defeat Dracula with or without you. During the rest of the game, if you use too many sun and moon cards, i.e. take too many days to reach the final stage, Charlie will have arrived before you and been bitten by Dracula's servant. Charlie will become a vampire you have to kill. This determines the good or bad endings. Fight Charlie and you see the bad ending. But if you get through the game swift enough to arrive at Dracula's servant before Charlie, you get to fight the "true" forms of Dracula and see the good ending.

SECRET OF RENON'S CONTRACT
In the Villa Stage, Renon tells you there is a part of his contract that you cannot read. What it actually says is that you can visit Renon as often as you like, but your total purchase of his items cannot exceed 30,000 gold for the rest of the game. If you do spend over that amount then Renon will fight you.

SKIP THREE BOSSES IN DUAL TOWERS
After you beat the first guy and the ceiling falls climb up the ledges and jump on the next building, then jump to the next. Go to the corner of that building and look down. You'll see some stepping stones way down there. Step back, run and jump. If you jump right you'll land on the stones. There's a chicken one way and then go the other way and climb the ledges to fight the last guy!

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CHEAT ZONE

The Cheats are Out There

Rogue Squadron

Look like a Jedi using the force. Just don't let Yoda know you're cheating!

BEARDED MAN ON TITLE SCREEN
On the Passcodes screen, enter HARDROCK. Next, go back to the screen where Luke is climbing out of his X-Wing. Wait a minute (or through the first demo). Luke's face will be replaced by a bearded man's face.

BATTLE OF HOTH
Finish all levels with a GOLD medal and you will be able to play The Battle of Hoth.

BEGGAR'S CANYON
Here's your chance to fly a T-16 Skyhopper on Luke's homeworld, Tatooine. As soon as you finish all missions with at least a BRONZE medal, you can take on your buddies in a peaceful race through Beggar's Canyon.

Death Star Trench Run
As a little hidden bonus, the developers of Rogue Squadron included the Death Star trench run from A New Hope as an extra mission in the game. How do you get it? Beat the game getting SILVER Medals on each level.

FLY AS A BLACK CADILLAC
To fly the Cadillac enter, KOELSCH at the code screen

NOTE: This only works on V Wing levels.

FLY THE MILLENNIUM FALCON
Enter the following password at the password screen: FARMBOY. You can now select the Millennium Falcon in certain missions.

FLY THE TIE INTERCEPTOR
To get your hands on a hijacked TIE Interceptor, enter the password TIEDUP at the password screen. The TIE Interceptor is hidden behind the Millennium Falcon in the hangar. You need to push up on the stick to get to it.

INCREASE DIFFICULTY
So the game's too easy for you, huh? Why don't you enter the word ACE at the password screen and see what happens?

ALL POWERUPS
To start with all power-ups, go to the Password Screen and enter TOUGHGUY.

INFINITE LIVES
Go to the Password screen and enter the word IGIVEUP for unlimited lives.

LEVEL SELECT
Type DEADDACK in the passcodes to get all levels including the three bonus levels.

RADAR CODE
Ever notice how the radar in Rogue Squadron

Legend of Zelda: Ocarina of Time

Boss guide

QUEEN GHOMA
When she first comes after you, throw a Deku Nut at her, then run up and hit her in the eye a few times, she will run up to the ceiling. Take out your slingshot and aim it at her eye. Her eye will turn red right before she lays the eggs, and if you hit it, she will fall of and land on the ground and be stunned for a long time, long enough for you to run up and hit her with your sword until she dies.

KING DODONGO
Since his name is Dodongo if you've played others you would think it would have something to do with bombs. Well, you are correct! When the King opens his mouth target it and through a bomb in. It will explode and he will fall, run up and hit him. Now he will roll around, if you stand on the small slant that goes into the lava he will completely miss you. Do this three more times.

PARASITE
This boss is bit of a pain. First you must throw a boomerang at the three tentacles hanging onto him. After that he will summon his jellyfish and they will slowly swing around him. Throw the boomerang at Parasite and the jellyfish will stop, kill as many of them as you can with the boomerang. Repeat until all are dead. Parasite will now regenerate them and they will swing very fast. Throw the boomerang a lot and you should hit him, the jelly fish will stop again, destroy them and this time he won't revive them. Throw the boomerang at Parasite to stun him and then hit him with your sword. Repeat until he's destroyed.

PHANTOM GANNON
This boss was pretty easy. Get your arrows ready and he will come out of a picture (you'll see a purple circle). Shoot the bow at him and he will retreat back into the picture. Now there will be two of the horses in two different pictures. Which is the real one? Generally, the one to the left, or across is usually the real one. Do this a few times and he will be knocked off his horse. He will fly around and shoot electric balls at you, deflect them back at him and he will fall, run up and hit him. Repeat until he dies. His other attack, (when he lunges at you) is very easy to dodge, just run out of the way.

VOLVAGIA
The dragon boss may seem hard but really isn't. Take out your handy mallet. There are seven or eight lava holes, the first time he comes out he will swing his fiery head across the floor and then lay it on the ground, not the best of moves. Hit it with your mallet and stand close to his head. He will swing the fire again, and it shouldn't hit you. Hit him again and he will retreat. When he comes out again he will circle you and breath fire, just run around and try and see yourself, (the view can be on the enemy in this part). Volvagia will return into the hole, then he will do the first part again. After you pound him again, he will shoot up into the ceiling knocking boulders down, (look for the shadow on the ground) After this he will repeat the above, attack him with the mallet and he shouldn't last long.

WATER NUCLEUS
This boss is weird and pretty hard to beat. You need the hookshot for this guy. Your enemy is not the giant water hands, but the pink nucleus that makes them. After a hand slams down on the ground, the nucleus will move back and forth. Pull it out with the hookshot and hit it with the sword. Soon there will be two hands. This could be frustrating. Try pulling out the nucleus while dodging another hand trying to grab you. The right moment will come, just be patient, it will die eventually.

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doesn't work like a "real" radar? If you go to the Passwords menu and enter the word "RADAR", it switches to a different mode, where the object with higher altitudes are displayed brighter than low-flying ships.

AT THE MOVIES AND CONCERT HALL
Enter DIRECTOR on the Passcodes screen, and it will take you to a black screen. Highlight BACK to complete the code. Go back to the Passcodes screen and enter MAESTRO and it will take you back to the same black screen you were on earlier, but this time you will be able to access both the AT THE MOVIES and CONCERT HALL options.

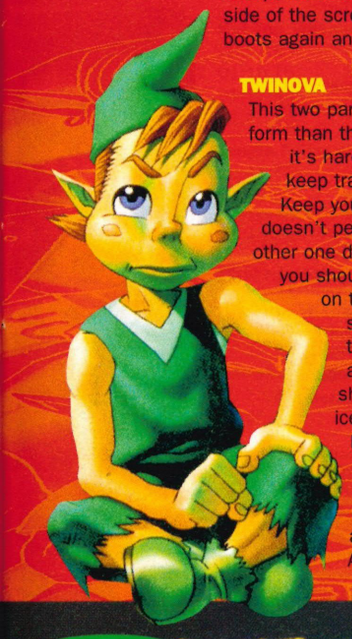
MUSIC MENU AND SHIP GALLERY
Since Rogue Squadron includes tons of cool Star Wars tunes, the designers of the game didn't forget to put in a hidden "music test" to let you listen to all of them. In Rogue, you will also be treated to spinning models of the ships while you listen to the music. Simply enter MAESTRO at the password screen (use it in conjunction with the DIRECTOR code) and you will get a new option.

PRODUCERS' PHOTOS
Enter the password BLAMEUS to view pictures of the producers.

WATCH ALL CUT-SCENES
If you want to see all the cut-scenes in their order of appearance (minus the bonus mission ones), type in the word DIRECTOR at the password screen.

CREDITS CHEAT
Enter the word CREDITS at the Password Menu and you will be able to watch the Star Wars style Factor 5/LucasArts credits, accompanied by a Rogue music medley.

BONGO BONGO
Make sure you have the hover boots equipped, and the lens of truth on so you can see the boss. Take out your bow and shoot his two hands. This can be tricky since you are bouncing up and down a lot of the time. After you do this he will charge you. Hit his red eye with your sword and then hit him as many times as possible again. Just repeat this. Two of the attacks are hard to dodge. The fist is hard with the hover boots on, so you should quickly take them off and run out of the way. The sliding one is like the fist except it comes out of nowhere from the side of the screen. Take off the hover boots again and run out of the way.



TWINOVA
This two part boss is harder in its first form than the second. The only reason it's hard is because it's difficult to keep track of both the sisters. Keep your eye on one and if it doesn't perform the attack and the other one does, run to the side and you shouldn't get hit. Keep an eye on the fire one since it's attack seems easier to dodge than the ice one. Deflect the attacks with the mirror shield and aim the fire at the ice witch. After about four hits they will mould together. Now it becomes easier. Just keep targeting on. Absorb the fire attacks, and dodge the ice ones. After three absorbs of fire, the shield will shoot the fire back at the witch and she will fall to the ground. Hit her with your sword. Repeat until very dead.

GANNON 1ST FORM
Okay, here we go! He will begin by either pounding the ground knocking off a few blocks, or by shooting an energy beam that you can deflect. He will be stunned in the air. Shoot a Light Arrow at him quickly. He will fall to the ground, now hit him a few times. He will get revenge by quickly performing a shockwave. After a while, he will do a major electric attack. Just jump off the platform, you will take less damage. Repeat until he dies. Or appears to!

GANNON
It's the final boss! This form is gigantic. You need to have Biggoron's sword, and some blue potions. He will knock the master sword out of your hands. Don't worry, take out your stronger sword. Shoot a Light Arrow in his forehead then run around to the back and hit him in his tail. After a while you will get your master sword back. Now he gets harder. If you have blue potions you should be fine with magic. Shoot a Light Arrow in his forehead again and get to the back just a little more quickly. After a few hits the Princess lends a hand and you have to run up while she holds him down and hit him in the head with the master sword. THE END!

Tip-X Helpline

Post your tips, tricks or questions to Tip-X, N64 Pro, Freepost, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4NP (or tipx@idg.co.uk). The best tipsters will get a free Pro Crew membership!

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PRO:ARE

Gladiators are you ready, contenders ready. We don't want to hear from any limp Link achievements in Zelda. But if you're a rogue when it comes to Rogue Squadron and totally 'rad' at 1080 let's see how you perform in the arena.

1080º Snowboarding

Andrew Densley

Air Make

51,900	Andrew Densley, Bath
51,900	Mark Helps, Southampton
51,800	Toon Van Craeyevelt, Belgium
31,550	Joel Derbyshire, Shropshire

Half Pipe

125,710	Toon Van Craeyevelt, Belgium
108,472	Andrew Densley, Bath
87,140	Chris Webb, Gloucester
84,196	Danny Dunn, Lincolnshire

Tom Reynolds

Contest

294,690	Chris Webb, Gloucester
214,377	Danny Dunn, Lincolnshire
210,552	Kevin Seeney, Suffolk
198,822	Peter Tweedie, Woking

Crystal Lake

1:02:73	Danny Dunn, Lincolnshire
1:03:16	Brent Bush, Isle of Man
1:03:16	Toon Van Craeyevelt, Belgium

Best Score

126,947	Tom Reynolds, N Ireland

Crystal Peak

1:27:97	Brent Bush, Isle of Man
1:28:50	Brian Birkmyre, Leamington Spa
1:28:53	Robbie Bebb, Powys

Best Score

96,371	Chris Webb, Gloucester

Deadly Fall

1:08:21	Danny Dunn, Lincolnshire
1:08:57	Kevin Seeney, Suffolk
1:08:83	Tom Reynolds, N. Ireland

Best Score

160,276	Tom Reynolds, N Ireland

Dragon Cave

1:25:76	Danny Dunn, Lincolnshire
1:28:14	Kevin Seeney, Suffolk
1:28:57	Andrew Harvey, Reading

Best Score

114,996	Chris Webb, Gloucester

Jan-Erik Spangberg

Golden Forest

1:19:82	Danny Dunn, Lincolnshire
1:20:02	Andrew Mills, Dundee
1:20:12	Jan-Erik Spangberg, Sweden

Best Score

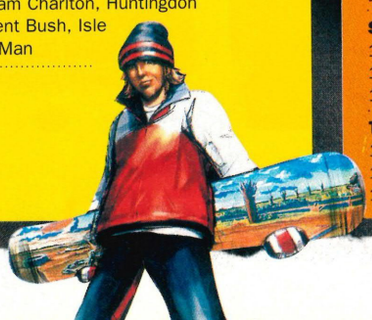
80,188	Tom Reynolds, N. Ireland

Mountain Village

1:30:15	Danny Dunn, Lincolnshire
1:31:08	Adam Charlton, Huntingdon
1:31:50	Brent Bush, Isle of Man

Best Score

101,890
Tom Reynolds,
N Ireland



GoldenEye 007

00 Agent		
Archives	01:11	Andrew Mills, Dundee
Aztec Complex		
	10:37	Andrew Mills, Dundee
Bunker	02:36	Andrew Mills, Dundee
Cradle	02:18	Andrew Mills, Dundee
Control Centre		
	07:29	Andrew Mills, Dundee
Dam	03:25	Andrew Mills, Dundee
Depot	02:24	Andrew Mills, Dundee
Egyptian	01:13	Andrew Mills, Dundee
Facility	01:37	Andrew Mills, Dundee
Frigate	04:12	Andrew Mills, Dundee
Runway	00:57	Andrew Mills, Dundee
Silo	08:09	Andrew Mills, Dundee
Streets	02:28	Andrew Mills, Dundee
Surface	02:48	Andrew Mills, Dundee
Train	05:00	Andrew Mills, Dundee

Wave Race 64

Drake Lake

1:19:788	Paul Officer, Peterhead
1:34:161	David Wilkinson, Spennymoor
1:36:645	Liam O'Brien, Liverpool

Glacier Coast

1:31:615	Paul Officer, Peterhead
1:32:191	Andrew Mills, Dundee
1:34.044	Stuart Richards, Surrey

Marine Fortress

1:34:270	Andrew Mills, Dundee
1:39:742	David Wilkinson, Spennymoor
1:43:359	Liam O'Brien, Liverpool

Port Blue

1:24:967	Greg Ihnatenko, Stockport

Sunny Beach

1:01:078	Andrew Mills, Dundee
1:03:046	Paul Officer, Peterhead
1:19:546	Andrew Harvey, Reading

Greg Ihnatenko

Sunset Bay

1:13:860	Greg Ihnatenko, Stockport
1:15:135	Paul Officer, Peterhead
1:25:570	Stuart Richards, Surrey

S Island

1:26:464	Paul Officer, Peterhead
1:36:306	David Wilkinson, Spennymoor
1:36.894	Stuart Richards, Surrey

Twilight City

1:52:011	Andrew Mills, Dundee
1:52:945	David Wilkinson, Spennymoor
1:54:803	Liam O'Brien, Liverpool

Legend of Zelda: Ocarina of Time

Horse Race

00:46	Danny Dunn, Lincolnshire
00:46	David Wilkinson, Spennymoor
00:47	Daniel Berry, Bolton
00:47	James Dransfield, Manchester
00:47	Peter Hutchins, Cheshire
00:47	Phillip Longhurst, Sudbury
00:47	Gareth Moore
00:47	Laurie Nicholas, Sheffield
00:47	Martin Oliver, Watford
00:47	Tom Reynolds, N.Ireland
00:47	Jamie Shrimpton, Worcestershire
00:47	Peter Tweedie, Woking

James Dransfield

Archery

2,000	Daniel Berry, Bolton
2,000	Kanai Brand
2,000	Chris Haynes, Wycombe
2,000	James Kaplonek, Hants

Daniel Berry

Diddy Kong Racing

Ancient Lake

00:34:76	Adam Charlton, Cambs
00:35:93	Stuart Richards, Surrey
00:42:10	Rob Pierce, Salisbury

Boulder Canyon

01:33:81	Danny Dunn, Lincolnshire
01:36:30	Kevin Seeney, Suffolk
01:37:25	Stuart Richards, Surrey
01:43:26	Andrew Harvey, Reading

Crescent Island

01:05:63	Stuart Richards, Surrey
01:14:31	Richard Dunn, Lincolnshire
01:17:43	Jan-Erik Spangberg, Sweden
01:21:41	Kevin Seeney, Suffolk

Darkmoon Caverns

01:42:60	Stuart Richards, Surrey
01:49:03	Richard Dunn, Lincolnshire
01:52:75	Kevin Seeney, Suffolk
01:55:71	Jan-Erik Spangberg, Sweden

Everfrost Peak

01:20:10	Stuart Richards, Surrey
01:30:91	Kevin Seeney, Suffolk
01:33:96	Andrew Mills, Dundee
01:36:83	Adam Lamb, Leicestershire

Fossil Canyon

00:59:91	Stuart Richards, Surrey
01:06:45	Adam Charlton, Huntingdon
01:11:83	Richard Dunn, Lincolnshire
01:12:50	Kevin Seeney, Suffolk

Frosty Village

01:20:60	Richard Dunn, Lincolnshire
01:20:76	Kevin Seeney, Suffolk
01:21:96	Stuart Richards, Surrey
01:27:56	Andrew Harvey, Reading

NA Gaming Gladiators

Chris Webb

Niamh Quigley

Phillip Longhurst

Peter Biddle, Oxon

Arena Champ THE PRO CREW Wins a Pro Crew membership!

Tales of the Hyrule Loach have been in circulation ever since Zelda's release. Tales of the 'one that got away' have been running rife for months with rumours of 30 and even 40lb whoppers being snagged and photo's going missing etc. etc. blah, blah. Well finally we've received confirmation of a huge catch complete with photographic evidence. Peter's 34lb fish nets him a Pro Crew Membership. Nice fishing Pete!

Kanai Brand

2,000	Ryan Lilley, Aberdeen
2,000	Martin Oliver, Watford
2,000	Tom Reynolds, N. Ireland
2,000	Jan-Erik Spangberg, Sweden
2,000	Peter Tweedie, Woking
2,000	Jordan Widdowson, Middlesbrough
2,000	David Wilkinson, Spennymoor

Marathon

01:00	Peter Biddle, Oxon
01:02	Phillip Longhurst, Sudbury
01:03	Kanai Brand
01:04	Derek Cook, Beds
01:04	James Dransfield, Manchester
01:04	Jan-Erik Spangberg, Sweden
01:05	Tom Reynolds, N. Ireland
01:06	Jamie Shrimpton, Worcestershire
01:07	Gavin Shepherd, Sheffield
01:07	Kevin Seeney, Suffolk

Fishing

34lbs	Peter Biddle, Oxon
20lbs	Michael Downey, Kent
20lbs	Mandee Keeling, W Sussex
20lbs	Tom Reynolds, N.Ireland

F1 World Grand Prix

Fastest Laps

Australia

00:39:04	Jan-Erik Spangberg, Sweden
01:02:54	Richard Dunn, Lincolnshire

Brazil

01:00:24	Paul Stevens, Kent

Britain

00:57:48	Chris Dunn, Lincolnshire
00:59:48	Danny Dunn, Lincolnshire
01:04:39	Stuart Richards, Surrey

Germany

00:38:09	Jan-Erik Spangberg, Sweden
01:09:77	Paul Stevens, Kent
01:13:36	Chris Dunn, Lincolnshire

Italy

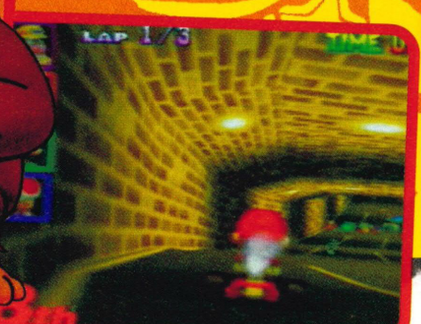
01:01:11	Paul Stevens, Kent

Japan

00:38:09	Jan-Erik Spangberg, Sweden
01:12:18	Chris Dunn, Lincolnshire
01:13:88	Danny Dunn, Lincolnshire

Monaco

00:58:16	Chris Dunn, Lincolnshire



Greenwood Village

01:19:21	Kevin Seeney, Suffolk
01:19:31	Stuart Richards, Surrey
01:22:01	Jan-Erik Spangberg, Sweden
01:23:25	Richard Dunn, Lincolnshire

Haunted Woods

00:50:75	Kevin Seeney, Suffolk
00:53:06	Stuart Richards, Surrey
00:54:05	Kevin Seeney, Suffolk
00:54:95	Jan-Erik Spangberg, Sweden

Hot Top Volcano

00:53:63	Stuart Richards, Surrey
01:15:75	Richard Dunn, Lincolnshire
01:17:43	Andrew Mills, Dundee
01:17:93	Rob Pierce, Salisbury

Jungle Falls

00:41:70	Stuart Richards, Surrey
00:43:50	Adam Charlton, Huntingdon
00:49:70	Andrew Mills, Dundee
00:49:76	Jan-Erik Spangberg, Sweden

Pirate Lagoon

01:04:31	Stuart Richards, Surrey
01:04:36	Rob Pierce, Salisbury
01:05:73	Jan-Erik Spangberg, Sweden

Snowball Valley

00:53:40	Richard Dunn, Lincolnshire
00:53:80	Kevin Seeney, Suffolk
00:54:63	Stuart Richards, Surrey
00:54:70	Jan-Erik Spangberg, Sweden

Spacedust Alley

01:24:26	Stuart Richards, Surrey
01:43:40	Richard Dunn, Lincolnshire
01:47:51	Kevin Seeney, Suffolk
01:51:05	Rob Pierce, Salisbury

Star City

01:25:55	Stuart Richards, Surrey
01:26:86	Kevin Seeney, Suffolk
01:30:45	Rob Pierce, Salisbury
01:30:90	Richard Dunn, Lincolnshire

Spaceport Alpha

01:23:11	Stuart Richards, Surrey
01:40:71	Andrew Mills, Dundee
01:44:35	Kevin Seeney, Suffolk
01:44:60	Richard Dunn, Lincolnshire

Treasure Caves

00:48:66	Kevin Seeney, Suffolk
00:49:06	Richard Dunn, Lincolnshire
00:50:96	Jan-Erik Spangberg, Sweden
00:51:00	Stuart Richards, Surrey

Walrus Cove

01:29:05	Stuart Richards, Surrey
01:39:66	Kevin Seeney, Suffolk
01:40:95	Richard Dunn, Lincolnshire
01:41:55	Jan-Erik Spangberg, Sweden

Whale Bay

00:57:85	Stuart Richards, Surrey
00:59:63	Danny Dunn, Lincolnshire
01:01:96	Kevin Seeney, Suffolk
01:02:21	Sam Doyle, Glossop

Windmill Plains

01:21:80	Stuart Richards, Surrey
01:45:93	Richard Dunn, Lincolnshire
01:49:36	Jan-Erik Spangberg, Sweden
01:50:80	Andrew Mills, Dundee

F-Zero X

Big Blue

01:22:983	Richard Dunn, Lincolnshire
01:35:633	Andrew Mills, Dundee

Big Hand

02:09:511	Richard Dunn, Lincolnshire
02:29:573	Andrew Harvey, Reading

Death Race

00:46:62	Jan-Erik Spangberg, Sweden
00:47:395	Richard Dunn, Lincolnshire

Mute City 1

01:15:459	Jan-Erik Spangberg, Sweden

Mute City 3

01:28:805	Richard Dunn, Lincolnshire
01:46:949	Andrew Harvey, Reading

White Land

01:26:437	Richard Dunn, Lincolnshire
01:42:245	William Smith, Ryton

Rainbow Road

01:57:525	Richard Dunn, Lincolnshire
02:19:785	Andrew Harvey, Reading

Red Canyon

01:13:313	Richard Dunn, Lincolnshire
01:18:413	Andrew Mills, Dundee

Sector Beta

01:31:773	Richard Dunn, Lincolnshire
01:48:475	Andrew Mills, Dundee

Space Plant

01:48:750	Richard Dunn, Lincolnshire
02:12:287	Andrew Mills, Dundee

PRO:ARENA

Star Wars: Rogue Squadron

Ambush Mos Eisley
00:55 Gold — Andrew Harvey, Twyford

Search for Nonnah
03:36 Gold — Richard Dunn, Lincolnshire

Jade Moon
01:30 Gold — Richard Dunn, Lincolnshire

Death Star Trench Run
02:09 Gold — Andrew Harvey, Twyford

Battle of Hoth
03:29 Gold — Andrew Harvey, Twyford

Banjo Kazooie

Completed Game
2:46:17 — Kevin Seeney, Suffolk
2:59:46 — Jan-Erik Spangberg, Sweden

Bubblegloop Swamp
0:14:39 — Kevin Seeney, Suffolk
0:15:19 — Jan-Erik Spangberg, Sweden

Clanker's Cavern
0:08:47 — Kevin Seeney, Suffolk
0:09:01 — Richard Dunn, Lincolnshire
0:09:16 — Jan-Erik Spangberg, Sweden

Click Clock Wood
0:29:00 — Jan-Erik Spangberg, Sweden
0:43:46 — Kevin Seeney, Suffolk

Freezeezy Peak
0:13:20 — Jan-Erik Spangberg, Sweden
0:13:34 — Kevin Seeney, Suffolk

Gobi's Valley
0:12:44 — Jan-Erik Spangberg, Sweden
0:13:46 — Kevin Seeney, Suffolk

Mad Monster Mansion
0:14:16 — Jan-Erik Spangberg, Sweden
0:15:48 — Kevin Seeney, Suffolk

Mumbo's Mountain
0:05:27 — Richard Dunn, Lincolnshire

0:05:43 — Kevin Seeney, Suffolk
0:06:40 — Jan-Erik Spangberg, Sweden

Rusty Bucket Bay
0:16:14 — Jan-Erik Spangberg, Sweden
0:18:56 — Kevin Seeney, Suffolk

Treasure Trove Cove
0:08:18 — Richard Dunn, Lincolnshire
0:10:37 — Jan-Erik Spangberg, Sweden
0:10:55 — Kevin Seeney, Suffolk

Kevin Seeney

How To Enter...

Don't worry if you can't fill in all the Game and Achievement spaces, just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of Gaming Gladiators – the sooner you send off your entry, the sooner your face'll appear in the mag

Name

Address

The Pro Arena

Game

Achievement

Game

Achievement

Game

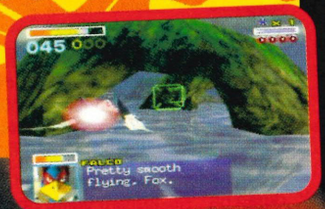
Achievement

We want your challenges!

Have you got a gaming achievement that you're proud of? Fancy pitting your gaming prowess against both the N64 Pro team and fellow readers alike? Send us your times

Lylat Wars

Max hits
2150
Jan-Erik Spangberg, Sweden



Mario Kart 64

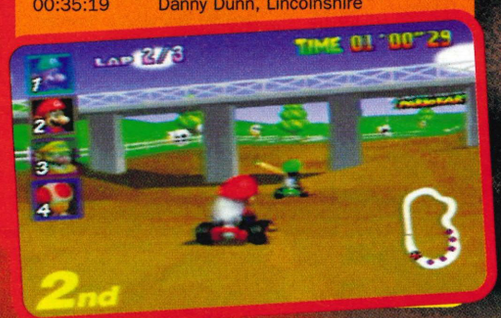
Luigi Raceway
00:56:96 — Richard Dunn, Lincolnshire

Choco Mountain
01:00:56 — Richard Dunn, Lincolnshire

Toad's Turnpike
01:57:79 — Richard Dunn, Lincolnshire

Wario Stadium
00:21:22 — Richard Dunn, Lincolnshire

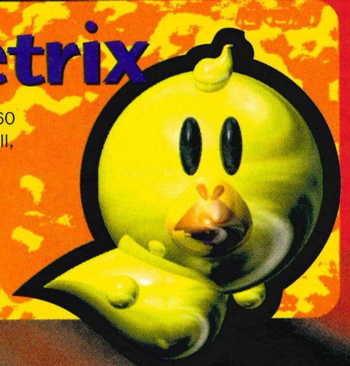
Yoshi's Story
00:35:19 — Danny Dunn, Lincolnshire



Wetrix

110,366,160
Paul Mitchell, Rossendale

Paul Mitchell



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Each back issue costs £4, (there's only a few left!), so fill in the form and send it off with your chosen method of payment. Get a move on while stocks last...

Issue 6 April
Cover: Snowboard Kids
Inside: Famista 64, Rampage Augusta Masters, NBA Pro '98, Tohkon Road, Virtual Hiryu No Ken
FREE **Cheat Zone Guides** Special Part 1

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Cover: Forsaken
Inside: Forsaken, Bomberman Hero, Powerful Pro Baseball, NBA Courtside, Rampage World Tour, Gex 64, Earthworm Jim 3D
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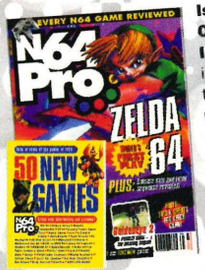

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Cover: Zelda
Inside: E3 special issue: featuring all the games you'll be playing over the next 12 months. Plus, All Star Baseball
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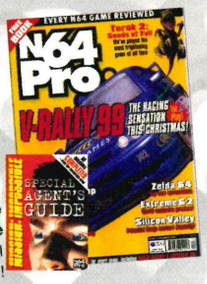

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Cover: Silicon Valley
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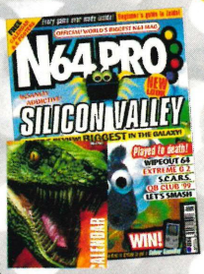

Issue 17 February
Cover: South Park 64
Inside: Star Wars: Rogue Squadron, Top Gear Overdrive, Rush 2: Extreme Racing, Knife Edge, Bust-A-Move 3DX, South Park
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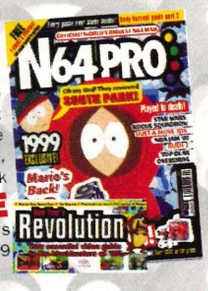

Issue Twenty Three July
Cover: Premier Manager
Inside: Premier Manager, Charlie's Blast Terrritory, Ken Griffey Jr's Slugfest, A Bug's Life and Lode Runner. Plus a Beetle Adventure Racing mini-mag guide!

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Issue 20 Easter
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Inside: Vigilante 8, Monaco Grand Prix, Snowboard Kids 2, WCW Nitro, Beetle AR **plus** massive mini-mag pull-out guide to Mario Party
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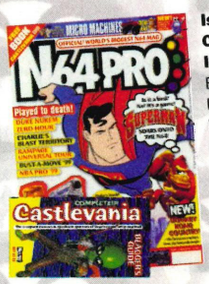

Issue 22 June
Cover: Superman
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SWAPS

I may just be the work experience guy, but I know a good deal when I see one. And I'm seeing plenty in here! Take a leaf through these swaps and you'll find tons of top games going on the cheap! If you've got anything you want to get rid of just fill out the form and send it in. Got nothing to sell? Then just scream a message to your mates in the shout-out section. Tim

Wanted

The most sought after games

1 South Park 64
Four player swear-fest!
2 Zelda: The Ocarina of Time
The best game of all time!
3 Vigilante 8
Trash and bash wacky racers!
4 Micro Machines
Small racing, but massive style!
5 Rogue Squadron
Dum dum dum dom de dum dom de dum!

Not Wanted

What people are getting shot of

1 Turok 2
Great multi player action
2 GoldenEye
Snap up a copy of this!
3 V-Rally '99
Just stick with it. It gets good!
4 Banjo Kazooie
Best jumping game around!
5 Zelda
Now it's on every single chart!

★ I'll swap South Park for Mario and Body Harvest or Smash Brothers or sell for £30 or Glover for any decent game. Luke Carr, Retford, 01777 703825.

★ I will sell Turok no box for £10, or swap it for Blast Corps. Phone after 6pm. Only selling so can buy Blast Corps. Guy Evans, 107 Priory Street, Carmarthen, Wales, SA31 1NB, 07977 117719.

★ I urgently need Chronotrigger (best RPG of all time). I'll pay £35 and even shine your boots! Peter Meldgaard, Elmevej 5, Jyderup, Denmark, 4450, 59278226.

★ I'll swap FIFA RTWC for MK4 or swap Blast Corps for Wetrix or swap Wayne Gretsky 3D Hockey 98 for GT64. Come on you know you want to! James Faulkner, Oxford, 01865 371830.

★ I'll sell Chameleon Twist, boxed plus instructions £12, ask for Lindy. Ross Ford, Surrey, 0181 5494691.

★ Gameboy for sale with Mag, Ruddick Bowe Boxing, Soccer, DK country and carry case, £35 ono. Carl Day, 55A Hull Road, Withernsea, HU19 2EE, 01964 614445.

★ Attention! I will sell Micro Machines, 1080, MK4 all for £25 each, or swap for V-Rally: Edition 99, Virtual Pool, or NBA Courtside. Darren Pennington, Wigan, 01695 624481.

★ N64, 1 controller with FIFA 64. Sell for £120-£140. Also swap Lylat Wars (no rumble pak) for GoldenEye, V-Chess, or most good sport games. Greg Wilson-Maccormak, Liverpool, 0151 2288785.

★ N64 + 16 games (with latest titles), 3 Pads and paks and steering wheel, £450. Paul Ramshaw, Herts, 01707 880631.

★ I will swap Zelda for FIFA 99 or sell for £35. Zelda is boxed with instructions. Also sell official blue controller with 1MB Memory card (both brand new), for £20. Martin Muller, Peterborough, 0177 8347260.

★ Selling Turok 2, Zelda, and F-Zero X. £20-£25 for F-Zero X, £25 each for Turok 2 and Zelda. All boxed with instructions. In good condition. Alex Fullarton, Surrey, 0181 643 0130.

★ I want Fighters Destiny or MK4 for Mario 64, GoldenEye or Lylat Wars. Please I'm getting bored with these games! D.Hopewell, Shrewsbury, 01743 362174.

★ Zelda for Banjo, Turok 2 for GoldenEye or WWF Warzone or Mischief Makers for Diddy Kong Racing. Thabitha Goodall, Oxford, 01865 791600 (after 5pm).

★ I'll swap WWF Warzone with official guide (N64/PlayStation), for Castlevania or any game with a 70% + rating. Elrik Ferguson, 01739 610148.

★ Blast Corps £18, Snowboard Kids £24, Killer Instinct Gold £18, Turok £18, Lylat Wars with Rumble Pak £30, Banjo Kazooie £30, GoldenEye £30, XG2 £30, Wetrix £27, Turok 2, £35. Martin Jolly, Aryshire, 01290 425490.

★ I will swap two of my Mario, NHL Breakaway, or FIFA 98 RTWC for your Diddy Kong Racing or Vigilante 8, or sell for £50. All with instructions. Edward Rice, 55 Cadogan place, London, SW1X 9RT.

★ I will sell a NES for £10 with 6 games including 4 Mario games. 2 games with instructions, and 2 controller pads. Robbie Edge, Workington, 0118 9771063.

★ I'll swap my World Cup 98 for South park, WCW Revenge, WCW World Tour, Turok 2 or Mission: Impossible. Aaron Fox, 23 Fourth Avenue, Clipstone, Mansfield, Nots, NG21 9DQ, 01623 640363.

★ SNES to swap or sell. 2 controllers, scope + 6 games. All cables. Sell for £35 or swap for Rogue Squadron + ? Glen Dunnel, 01403 241310.

★ I'll swap WWF Warzone or Wetrix for South Park, FIFA 99, WCW/NWO Revenge, DKR, Bust-A-Move 2 or 3 or S.C.A.R.S. Alex Welsh, Northampton, 01604 646023.

Swap of the Month

★ I'll swap two N64 games, Mario Kart, GoldenEye or Bomberman 64, for South Park. Plus I'll give you £10 free. Please start calling. Carl Burrows, Manchester, 0161 2865356.

★ SNES games for sale 29 all boxed with instructions £15 each, for list E-mail ssurgeon@compuserve.com

★ I have Lylat Wars, F1 WGP, Body Harvest, and ASB 99. Want FIFA 99, Rouge Squadron, Vigilante 8 and Quarterback Club 99. Sell for £25 each. Dean Broadbent, Waltham 01459 896548

★ Extreme G and Quake for £40 or any good game. Mission Impossible for Vigilante 8 or Rogue Squadron or even Micro Machines. Any other offers considered as well. Patrick Ellis, Logie Buchan House, ellon, Aberdeenshire, AB4 8LP. 01358 721213.

★ I will swap Banjo or Wipeout 64 for Snowboard Kids, Bust -A-Move 3, Yoshi's story or Mortal Kombat 4. Joshua Weathnil, Norfolk,01953 884213.

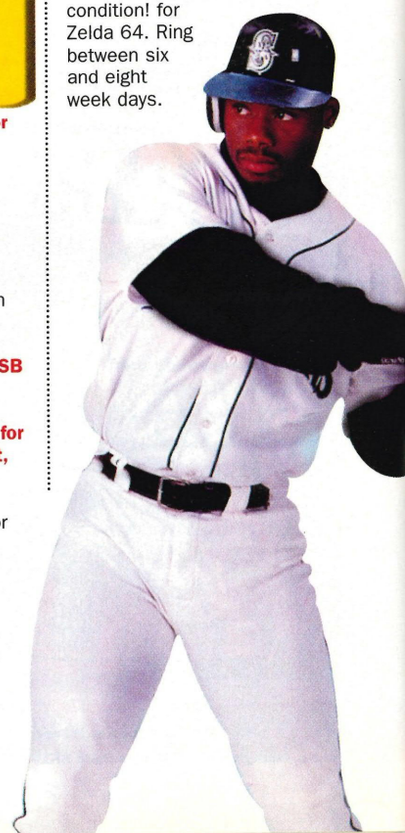
★ I will swap Starshot or Waverace for Mission Impossible or Body Harvest. Adam Baxter, 01322 624 295.

★ I'll swap Banjo Kazooie for Rogue Squadron or Mission: Impossible. Rogue Squadron preferred. Banjo with box and instructions. Ring after 6pm please. E.Moore, London, 0181 8706826.

★ I will swap Top Gear Overdrive for any decent game! Or sell for £15. Interested? Call Aymon! You know you want to! Aymon Hameed-Addien, Bromley 01814628140.

★ I would like to swap or sell Mario 64, Diddy Kong Racing and Starshot Space Circus for Gex, GoldenEye, Lylat Wars or South Park. Ring after 5pm. Bethan Singer, s Wales, 01873 854309.

★ I will swap 1080º mint condition! for Zelda 64. Ring between six and eight week days.



SHOUTOUT

You can use this section to send messages to yer mates or just holler out any gibberish that springs to mind

Hey, why don't people talk about Super Nintendo any more? Just because they're old doesn't mean they're rubbish! It's Nintendo for Goodness Sake! Buy mine! It costs less than a game! **Glen Dunnel, 1 Bartholomew Way, Horshaim, West Sussex, RH12 5JL.**

Dreamcast Fanzine first issue send £1 and SAE for latest issue. Christopher Nivcholls, Dreamcast Extreme 9 The Drive, Barnet, Herts, EN5 4JG.

Hey ma - I'm on the telly, maybe not but I'm famous. OK, I'm not, but is there anyone who will play Warzone against me, I always beat the pants off my brother. **Steven Quigley, 12 Norman Close, Woodbridge, Suffolk, IP12 1JT.**

Anyone want to buy a fanzine packed full of reviews, cheats and previews? Well it only costs £2 so buy it. Oh yeah you better like Pikachu. **Lorne Teitjen, 28 Malthouse Lane, West End, Woking, Surrey, GU24 9JE**

I think Cat Deeley (my girlfriend) didn't read my shout-out! Could Steve ask her out for me? (I could, but I won't - Steve) I want to feel her naked body! Go on Steve - **Sam**

Hi, I'm Jo and I am a 12 year old female looking for a penpal. Has to have an N64 or I won't write to you! I love South Park and my hobbies are (mostly) playing on the my N64. I think PlayStation is CRAP! PS. Male or Female aged 11-15. **Chanlton, Gloucester Road, Burgess Hill, W Sussex, RH15 8QD.**

SHOP

Nick Jones, Hastings, 01434 441780.

★ Gameboy as new. Four games Mario Land 1 and 2, Nigel Mansell Racing, Prince of Persia, carry case, £50 ono. Martin Carroll, Bedford, 01234 308013.

★ Selling N64, 2 pads, jolt pak, 1 MB inc. Gold HMV memory card. Zelda, South Park, GoldenEye. All in top condition, carry case for N64 + extras. Over 30 Magazines. £200 ono please. Thien Nguyen, 15 Pencoft lane, Danesmoor, Chesterfield, North-East Dearbyshire, S45 9DN, 01246 860472.

★ I will sell F-Zero X for £30 or swap for something good. Also ring to swap anything else. Thanks or swap for Baseball 2000 please (must live close). Daniel, 01707 647205.

★ Wanted: Gold N64 Control pad. Will pay up to £15 ono. Ring after 5pm.Vicki Leslie, Stuartfield, Sumburgh, Shetland Isles, Scotland, 2E3 9JL, 01950 460256.

★ I will swap my Mission: Impossible + 1080 for WWF Warzone and Wipeout 64 .

Neither are boxed or with instructions. Sorry! Trevor Redburn, Oxford, 01865 862515.

Blag of the Month

★ Sega Saturn, 10 games, 3 controllers, 8 demos, memory expansion. Also sega Game Gear, 5 games, adaptor, VCD, only £200 for all. Joe Miller, Worcs, 01905 776494.

★ I will swap GoldenEye (with all cheats and 007 mode) for Wipeout, F-Zero X or V-Pool. In good condition and boxed with instructions. I will also sell for £30. Paul Leighton, East Lothain, o1875 870747.

★ (PlayStation) FIFA 98 RTWC + £5 for MK4 or South Park. Final Fantasy 7 £25, Circuit Breakers £20, DKR £25, memory card £5. Yasir Said, 34 Grainshborough road, New Malden,Surrey, 0181 3375914.

★ For sale Banjo Kazooie, F-Zero X, Micro Machines 64, all £30 ono. All games boxed with instructions. Danny Gallagher, Somerset, 01278 641183.

★ I will swap a NES with 2 controllers and 2 games for GoldenEye or any good game. Emma Webb, Porlished, 01275 8432026.

★ I will swap Extreme G for Rakuga Kids, a Replay Card or Mario 64, or sell for £20.I will swap it for Bust-A-Move 2. Thomas McLatchie, South Yorkshire, 01302 786516.

★ I will swap Mario 64 and Shadows Of The Empire for Mortal Kombat 4 or F-Zero X or Lylat Wars. Chris Ramsey, Boldon, 0191 5192562.

★ I'll swap Extreme G, Rumble Pak, Banjo Kazooie guide, for Datel card, Explorer or Action Replay, Body Harvest, Starshot, Holy Magic Century or sell for £35. Daniel Theaker, North Yorkshire, 01677 427173.

★ I would swap South Park (boxed) for FIFA 99, F1 WGP or FIFA 98 RTWC or Beetle Adventure Racing. I am desperate! South Park only 3 weeks old. CHEERS! Richard Earsman, 4 Cranna view, Aberchiroer, by Huntley, Aberdeenshire, Scotland, AB54 7SJ, 01466 780596.

★ N64 for sale, 4 pads, 3 Rumble Paks. Also Expansion Pak. Games: Zelda 64, GoldenEye, ISS 98, Extreme G, Turok 2, WWF Warzone. All for £400. Richard Gentry, Cumbria, 01677 41415.

★ I will sell Yoshi's Story for £25, Mario 64 for £15, Shadows of the Empire for £15. Chris Ramsey, Boldon, 0191 5192562.

★ I've got M: I and would like DKR. Phone after 4pm. Also got ISS 98 for a decent swap. Ian French, Basingstoke, 01256 414458.

★ I'll swap Yoshi's Story for South Park or any good racing game. Ray Welch, Chamberly, 01276 508679.

★ Mario 64 or Snowboard Kids or both for 1080º or WCW/NWO Revenge. Jamie Vaughan-Smith, Middlesex, 01895 273517.

★ I'll swap WWF Warzone boxed with instructions, including a £10 guide book with moves and specials. For South Park or £30. Lee Hipson, Essex, 01708474309.

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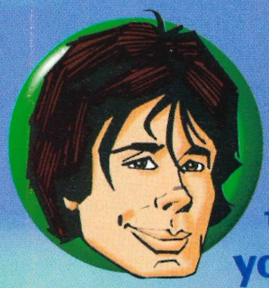
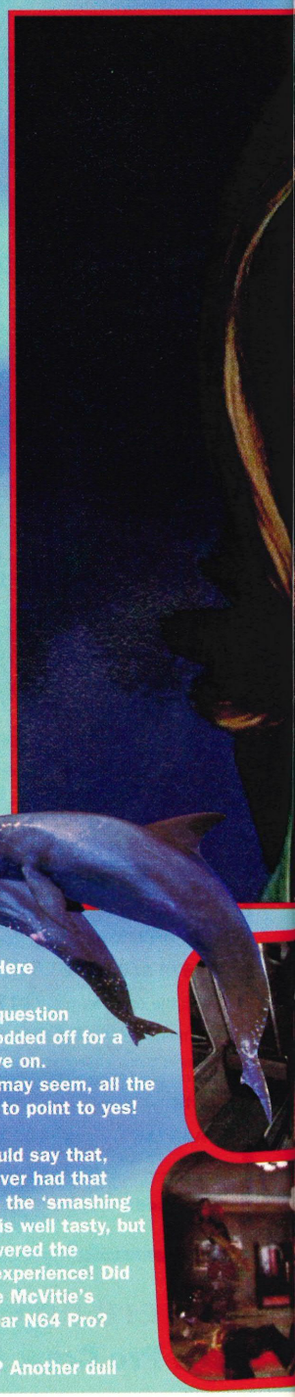
Real letters fro



You wouldn't believe how much hard work went into selecting the right picture of Buffy to go there this month, so you'd better appreciate it! If you can tear yourselves away from that, there's more of the moaning, whining and general Nicky worship that we've come to expect from You Reckon these days!



Cloud Cuckoo Land!

Has Nicky got a boyfriend? If not I'll take her! I'm sure my girlfriend will too! Well, I hope that she would cos Nicky looks rather sexy! Ah well, it was worth a try!
Martyn Jones

N64 PRO: Never you mind whether she's got a boyfriend or not, it's none of your business! And even if the answer was no, from what I can see you'd have to join the back of a very long queue of potential suitors! Last time I looked it was snaking twice around the building! You've got no chance mate, stick with what you've got is my advice, you'll only end up be[ing] disappointed. We all were...

Q&A

Right, first of all I would like to say 'Noely, I love you!' (Stop it mate, Nicky's getting jealous! – Steve). What? She's a bloke? Aaaaahhhhhhh! Well forget about that then, I was reading issue 20 and saw the news on the N2000, but to be honest I didn't have a clue what you were on about so make it a bit more understandable when I ask you the questions! I think your mag is dead cool and snazzy, trust me, I don't know what snazzy means! I have a mate who owns a GreyStation and says I'd be better off with one too. You've gotta feel sorry for him and I am trying to make him see the light, the way I am doing this is by sending him to a mental home for a while! Now for the questions...

"You've got no chance mate, stick with what you've got is my advice"

1 - What the hell is a gigabyte?
2 - Is Noely really a bloke?
3 - What the hell is a byte?
4 - How come with Jaffa Cakes you can never taste the chocolate?
5 - What the hell is a polygon?
6 - Have you checked that Noely is a bloke?
7 - Do you think it will be a big hit?
8 - Are you sure he's a bloke?
9 - Will you print information on the N2000 like tips, previews, etc.?
Thanks for your time, and keep up the good work!
Roderick Chisholm, Something Island

N64 PRO: Best place for your mate that, Rodster, the loony bin! We'll do our best to answer your questions as clearly as possible, without using too many big words! Here goes!
1 - ... Sorry, that question was so boring I nodded off for a second. Let's move on.
2 - Amazing as it may seem, all the evidence appears to point to yes!
3 - Boring!
4 - Funny you should say that, because we've never had that problem. Okay, so the 'smashing jaffa orangey bit' is well tasty, but it's never overpowered the chocolate in our experience! Did you know that the McVitie's factory is right near N64 Pro? Smells top!
5 - A dead parrot? Another dull

CKON? m real gamer

LETTERof theMONTH

Och aye the noo, Jimmy!

IT IS Dave and Garf again following up on our last letter to you about how crap the N64 is. We don't like the way you were slaging off Lara and the PlayStation. Steve McNally is obviosly a complete a*rsehole and has no life. Mabey the N64 is a bit faster than the PlayStation but that does not meen it is a better consol. Your consol has sh*te games I can count the number of desant games on one hand. The N64 may be faster than the PlayStation but the PlayStation 2 will whip its ass. Coming back to Zelda (we spelt it right this time) if Link met Lara he would cream in his pants. Now we have settled that matter back to the PlayStation 2. It is nearly three times as fast as a Pentium 3 and it has twice as many Bit than the N64 (128 Bit compared to 64 Bit). I meen even Sega have a better console than you do. The Dreamcast looks impressive better than any consol you could ever make.

THE PRO CREW

Steve McNally is obviosly a complete prick to even suggest that the N64 is better than the PlayStation. So we come to our conclusion that the PlayStation is the grand master of the consols.
Dave and Garf, Glasgow
PS - Up yours Steve McNally!!!!

SOUNDS Little harsh don't you reckon lads? Why does Nicky get all the fan mail and I have to put up with this kind of abuse eh? Still, I'll soldier on. Tell you what though Dave and Garf, don't pat yourselves on the back too hard for spelling Zelda right, cos it's about the only word in your entire letter

N64 PRO: **that is! Unbelievable. Maybe if you spent a bit less time in the bathroom with your pull-out Lara posters (although she looks cool in her new Man City shirt!) and more in the classroom you wouldn't be such a laughing stock. Come back when you can construct a sentence properly and maybe I'll be bothered to reply. Oh, and your argument that PlayStation 2 will be twice as many 'Bit' as the N64 and therefore automatically twice as good must mean that the 64bit N64 is twice as good as the 32bit PlayStation. Your theory, not mine. So I have come to the conclusion that you two are the grand masters of being illiterate thick jocks. So there. Oh yeah, and Dreamcast is rubbish too.**

DON'T LIKE THE WAY YOU WERE SLAGING OFF LARA AND THE PLAYSTATION.STEVE MCNALLY IS OBVIOSLY A COMPLETE ARSEHOLE AND HAS NO LIFE. MABEY THE N64 IS A BIT FASTER THAN THE PLAYSTATION BUT THAT DOES NOT MEEN IT IS A BETTER CONSOL. YOUR CONSOL HAS SHITE GAMES I CAN COUNT THE NUMBER OF DESANT GAMES ON ONE HAND.

Perfect Dark

question? Just play the games, you don't need to know how they work do you?
6 - Yeah right. Course we have. "Just pop your clothes on the stool mate while we have a rummage around to see whether you've got a set of danglers down there!" We'll just have to take his word for it, unless you're volunteering?
7 - Do we think what will be a big hit? Project Dolphin (previously known as N2000)? It'll be massive mate, no doubt about it!
8 - Look, just leave it will you.
9 - Course we will! Did you ever really doubt us?

Geeks R Us!

Howdy Pro team! When on the internet I thought I'll look up N64 Pro but I couldn't find the site! If you do have one print the address, if not GET OFF YOUR LAZY BACKSIDES AND MAKE ONE! Now just some insults. Mark: rectangle head. Tip-X: Slap head. Noely's hair is cool (not that I'd want it) and everyone else's is puffy (except Nicky's! Ahhhh). Finally are any of these games coming out, The Simpsons, Grand Theft Auto, Zelda 2? Seeya lads (and Nicky, ahhh)
Tim Morril, York

N64 PRO: We haven't got a website, and to be honest we're not all that fussed. You internet lot scare us quite frankly, and the less we have to deal with you the better! There is talk of someone setting one up for us though, so we'll keep you posted! Cheers for the insults by the way, but you'll excuse us if we take the comments of anyone who thinks Noely's hair is cool with a pinch of salt! On to other things. There's no Simpsons game planned, Grand Theft Auto is definitely out around Christmas, and there will be another Zelda, but not necessarily on N64! We can say no more than that... ▶

You RECKON?

Rog the Dodge

I am writing to ask when Resident Evil 64 is coming out in the UK, because it doesn't say in your release schedule? I love your magazine and read only this and the Beano. Out of the team I like Steve and Mark. I think you should base a game around me and Gnasher. I also want to ask if you could tell me how to get to the Aztec and Egyptian levels on GoldenEye? Please, please show my letter or I will menace you!

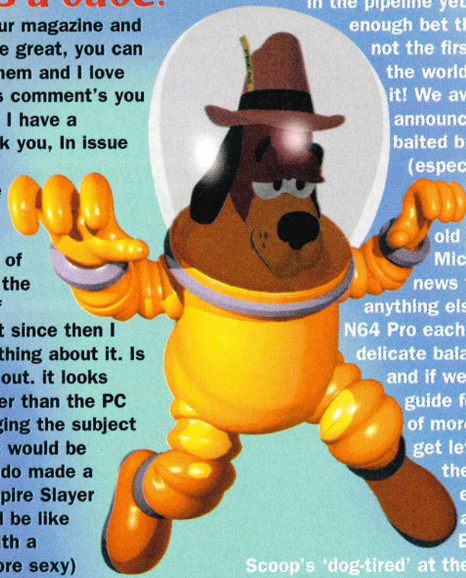
Dennis the Menace,
Beanotown

The battle of the bad lads is a points victory to Dennis in our opinion!

N64 PRO: Dennis mate! I was your biggest fan in my younger days! Although I have to admit, I did prefer Roger the Dodger for a few months until I saw sense. Can't quite see what there is to like about Mark personally, but your judgement on everything else seems to be spot on, and seeing as you're an international megastar I suppose we can let you off with one little lapse! Resident Evil will be shivering onto an N64 near you this festive season, and it's looking really spooky! As for the GoldenEye thing, you'll just have to get really good won't you, or buy the back issue with our massive guide in it!

Buffy's a babe!

I really like your magazine and the reviews are great, you can always trust them and I love the humourous comment's you make. Anyway I have a question to ask you, In issue 17 you gave away your free video (which was great) it contained lots of footage about the N64 version of Wargasm. But since then I have heard nothing about it. Is it still coming out. it looks great, far better than the PC version. Changing the subject do you think it would be great if Nintendo made a Buffy The Vampire Slayer game, it would be like Castlevania with a better (and more sexy) leading character, and set in modern day America. (please pass this on to a game developer.) I love your mag, but there is one part you could improve on, and that's your news section (sorry Scoop). There just is'nt enough page's. Anyway great mag, keep up the good work. Thanks.
Philip Eighteen



> "It'd be like Castlevania with a sexier lead character!"

N64 PRO: Ah, Wargasm eh? Unfortunately Infogrames have run into problems with its development and, for the time being, the entire project is on hold. We were gutted when we heard, cos like you said, it looked absolutely fantastic! A Buffy game would rule, no doubt about it, and while nothing's in the pipeline yet it's a safe enough bet that you're not the first person in the world to think of it! We await the announcement with baited breath (especially Mark, who's in love with old Sarah Michelle!). The news thing is like anything else, filling N64 Pro each month is a delicate balancing act, and if we sacrificed a guide for the sake of more news we'd get letters saying there weren't enough hints and tips! Besides, Scoop's 'dog-tired' at the end of each month as it is!

Masterchef

I think I have worked out what the essential ingredients are for a letter to appear in an N64 Magazine! 1) a mild swear word. 2) a ridiculous question that has been asked thousands of times before. 3) a serious question that can benefit the readers of N64 Pro. 4) a ridiculous request of you that will not be fulfilled. 5) another mild swear word. 6) and finally, a compliment to the magazine. So, in a witty attempt to be clever, and maybe almost humorous, here goes... B*llocks. Are official N64 controllers better than Manta Ray Controllers? Will Perfect Dark support the Expansion Pak? Can I have a copy of Zelda please? Arse. I think you are all great and keep up the good work!
Chris Long, Somerset

N64 PRO: Consider yourself some kind of brain of Britain do you eh? Think you can outsmart us? Reckon you've got us all worked out? Well we'll show you! Just for being such a smartarse we're going to prove you wrong by not printing your letter at all! Ha! How does it feel to be wrong? Bet you're gutted now aren't you! Hang on... Would you believe it! We've only gone and printed it haven't we! Looks like you were right after all! And yes, Official controllers are better than Manta Rays.

Fony GayStation

Right, first of all I've just bought my N64 and I think it is excellent, despite the fact I only have Super Mario. I am thinking about getting Zelda, but I was wondering it is

> "I love your magazine and read only this and the Beano!"

worth it? I mean, is it a big game or not? Secondly, is Wipeout 64 much different from the PlayStation version? I thought Wipeout 2097 was excellent and I am thinking about buying it. Thirdly, about Turok 2, in Issue 22's Reader Reviews section a couple of the reviews said it was very jerky. Is this true and how much better is it with the expansion pak? Finally, why do you make fun of the PlayStation? Does it not occur to you that some of your readers have both consoles like me? I do not see what you have against it, I mean, it might not be as good graphically but it still has a huge amount of excellent games, like Ridge Racer Type 4, Metal Gear Solid, the Tomb Raider titles, Final Fantasy 7 etc. You see, the list is endless!
Big Russ, Livingston, Scotland

N64 PRO: Zelda's massive mate, you won't finish it in a hurry, and it's still the best video game of all time (at least until Donkey Kong comes out!). Wipeout 64's isn't really all that different to what you'll have played on the PlayStation, it's kind of a mashed up version of the originals. Great game though. Must have for any fan! We only slag off the PlayStation lightheartedly (although it is bobbins), it's usually our readers that really put the boot in! Oh, and about that thick, illiterate jocks comment I made earlier, that was aimed specifically at those two losers, not the entire Scottish population who will no doubt write in and abuse me over the next few weeks!

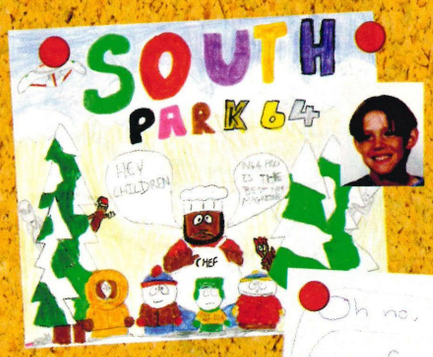
This country!

I've actually had enough of this to be bothered to put pen to paper! There are, so it would seem from the number of people writing in, quite a few out there that have the sense to buy, borrow, subscribe or beg for a copy of N64 Pro. Who can blame them? But where some of them put their brains after this is not an easy question! The Swap Shop is a very good idea (well done N64 Pro) BUT I'm really going to buy (sarcasm) Nagano Winter Olympics for £30 when I can get it for £25 on page 15, postage paid! What about PilotWings for £35, Jason Barard? Come on! Yeah it's an okay game but it'sw one of the first ones to come out when we had to pay £300 for a console! This madness also seems to be spreading to the N64 Pro team! Swap of the Month - GoldenEye 007, yes I know it's a great game but still third on your not wanted list! Let's see, swapping it for South Park, Zelda or WWF Warzone? The top three of your most wanted list makes great sense. NOT!
Damon Courtier.

N64 PRO: Nice outfit. You're taking this Swap Shop lark much too seriously though Damon! If someone's fed up with a game, no matter how good, then they're fed up with it! And if they fancy swapping GoldenEye for Clayfighter, and there's someone willing to get involved with that, well, good luck to them we say! However daft they might be! We're not social workers y'know...

Readers Gallery

Send Scoop your art. If you're good enough you've got an exhibit!



Ryan Acland

David Streets

Tracy Chung

Tracy Chung! You've won a cart! Tell us what you want!

Graeme Jones

Keep 'em coming!

We love to get your letters, drawings and just about anything you fancy sending us, so keep it up! Remember though, we get loads each month, and you massively increase your chances if you bung a photo in the envelope too!

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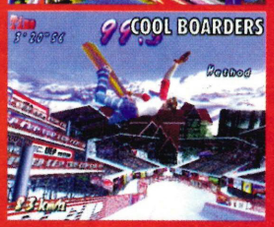

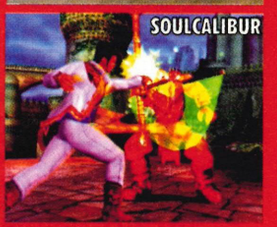

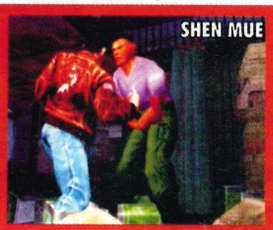

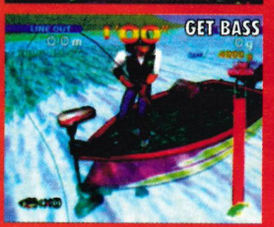

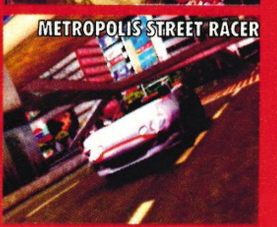

OR CALL MAIL ORDER, CEX DIRECT ON:

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SEVEN DAYS:9AM - 9PM

GAMEBOY COLOR

G·A·M·E·B·O·Y N·A·T·I·O·N

Can you believe it eh? Ten years on and still going strong! We're back with the latest, and in some cases greatest little carts in town!

WHAT'S THE SCORE

TOP STUFF!

If you see this happy little fella at the end of a review then you'll know that we absolutely love it. If you had any doubts about whether to buy the game or not then this chucks 'em right out the window!

NOT BOTHERED!

Hmm. We're not too sure we like a game that gets this unsure character. Read the review properly, maybe it only appeals to certain gamers, or maybe we've just seen it all too many times before! Think long and hard before investing in one of these!

WELL ROPEY!

No! No! No! Bobbins. Not good enough. Poor. Dirt. Rubbish. Atrocious. Bollo... Well, you get the picture! See this unhappy chappy at the arse end of a review and you'll know to leave your cash in the much friendlier home of your wallet/back pocket!

PREVIEW

Pokemon

YOU MAY have heard about a gaming sensation that's taken Japan and America by storm! Well batten down the hatches, hide in the basement and get a good supply of batteries, cos the mind-blowing whirlwind of a game called Pokemon is heading for the UK!

Pokemon (short for Pocket Monsters) live in an RPG. You take the role of a boy called Ash who starts off with just one Pokemon and has to use it to get hold of others with the ultimate aim of collecting all 150 monsters.

Part Tamogatchi, part RPG and part two-player battling and trading (via the link-up cable), Pokemon has an incredible depth of gameplay and a fantastic storyline. That might explain why in 1998 more Americans bought a copy of Pokemon than any PlayStation game!

There will be two different versions of the game released at the same time (Red and Blue). Each version has the same adventure but only 139 monsters! If you want to become a Pokemon Master and catch all 150 creatures you'll have to get battling and trading against your mates, which is what the game is really all about.

"This mind-blowing whirlwind of a game is coming to the UK!"

There's tales of Pokemon collections being traded for big bucks in American schoolyards and the Game Boy itself has had a huge surge in popularity all because of this one game. Game Boy Nation's advice is to get your copy ordered early.

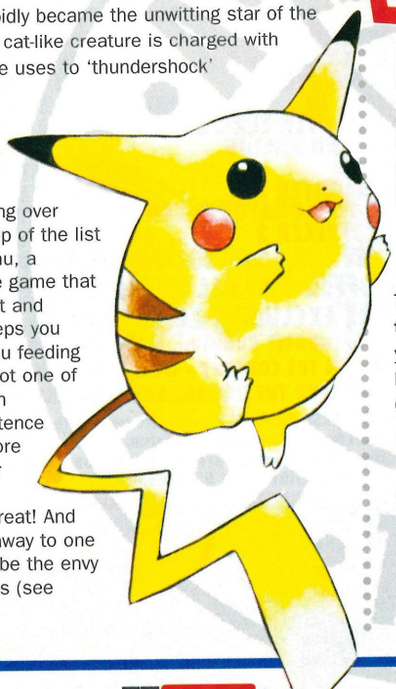
Out: October
£TBA
Published by: Nintendo

PREVIEW

Pikawho?

ORIGINALLY just one of many monsters in Pokemon, Pikachu rapidly became the unwitting star of the game. This cute cat-like creature is charged with electricity that he uses to 'thundershock' opponents.

The big N's star is set to be this year's 'Furby' with everybody fighting over Pikachu toys! Top of the list is Pocket Pikachu, a Tamogatchi-style game that clips to your belt and converts the steps you take into Pikachu feeding energy! We've got one of only 250 English versions in existence (don't worry, more will be made for Christmas) and it's absolutely treat! And we've giving it away to one lucky winner to be the envy of all your mates (see compo).



WIN!

DIY Pokemon

POCKET PIKACHU is gonna be THE new craze, we've got one and are stupid enough to be giving it away free to one of you lucky lot! For your chance to win this Tamogatchi-style game, **all you have to do think up your own personal Pocket Monster** (nothing smutty you filthy lot) and send your drawing to: **Bulging Pocket Monster Compo, N64 Pro, Freepost 3038, Macclesfield, Cheshire SK10 4YE.**

Name _____

Address _____

_____

_____

Postcode _____ **Age** _____

REVIEW Legend of the River King

Out Now £19.99
Published by: Nintendo

PASS THE maggots and get ready to cast off in the oddest adventure game yet! Take the role of a simple fisherman whose sister's dying and the only thing that can save her is a fabled fish (lucky, eh?). Armed with nothing more than a rod and some worms, you head out into the reel world to become a life preserver! You catch fish, sell them for money, buy tackle and run errands (usually fish-based) for the other inhabitants. Weird... you'd better believe it!

Verdict... Once you stop reeling from the shock of an entire world obsessed with fishing, you find that this isn't that good a game (strange that). It's a decent idea, but the fishing is incredibly basic, the adventure is clumsy, the fights are laughable and the story is just plain daft.

REVIEW Super Mario Deluxe

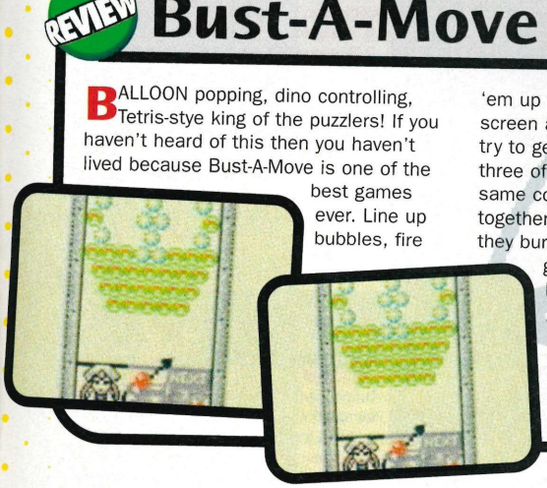
Out Now £24.99
Published by: Nintendo

WAY BACK in 1985, Mario hadn't turned his hand to karting, partying and golfing and was known only for jumping. In between the odd plumbing job he ruled the video games world as the undisputed King of platform games. This is an updated version of the NES classic with the original game mode and a Challenge Mode allowing you to race against a Boo (or another player via link-up). I switched on for a minute and two hours later had to be dragged away. Brilliant!

Verdict... Of the platform games I've played on Gameboy Color, this 14 year old title is head and shoulders above them all. Horrendously challenging, thoroughly addictive and as playable as ever. Classic stuff that no GB owner (in fact no gamer) should miss out on.

REVIEW Bust-A-Move 4

Out Now £24.99
Published by: Acclaim

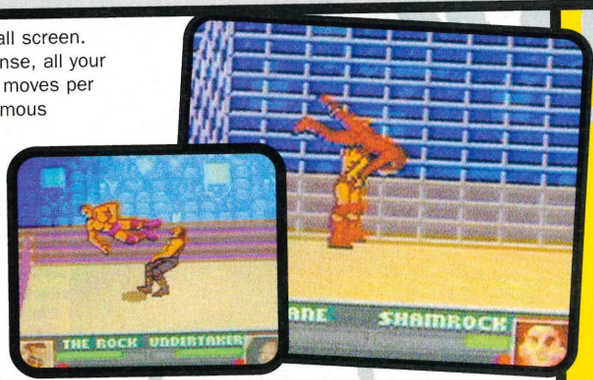


BALLOON popping, dino controlling, Tetris-stye king of the puzzlers! If you haven't heard of this then you haven't lived because Bust-A-Move is one of the best games ever. Line up bubbles, fire 'em up the screen and try to get three of the same colour together - they burst, you get points and it gets just that little bit faster. Dead simple, but like all great games it's full of time-sucking, mind-losing, mother-ignoring addiction. If you've got a Game Boy Color - get this colour-based puzzler.

Verdict... Let's face it, Bust-A-Move can't go wrong! It's the most frantic and addictive puzzler since Tetris and the Game Boy version has everything crammed onto the small screen. It may seem tricky at first, but stick with it and the joy of bubble bursting will grab you forever.

REVIEW WWF Attitude

Out Now £24.99
Published by: Acclaim



BIG BASHERS on the small screen. Sporting a full WWF license, all your favourite beefcakes and 40 moves per wrestler (including all the famous trademarks) this is one of the most detailed wrestling games ever. However, it's uglier to look at than Hulk's mush making it one for fans only! If you're really into wrestling then get a copy to slap, grapple and bounce around the ring. Otherwise leave it alone!

Verdict... If you're after a detailed wrestler with plenty of skill then there's no contest! WWF Attitude pins down the competition, slaps it around a bit before chucking it out of the ring. Shame it lacks the visual shine that usually marks Acclaim games with its bland graphics!

NEWS

Game Boy Calling!

Japanese gamers will soon be able to connect their Game Boy to the Internet using a mobile phone! This will be used to download games instead of buying them in the shops. Little else is known about the big N's new technology, but Nintendo's President, Hiroshi Yamauchi has stated that the software will be compatible with all 70 million Game Boy units sold worldwide. Come next year getting the latest games could be as simple as making a phone call.

Sega Boy

Hot news is that arcade heavyweights, Sega, have decided to start writing games for the Game Boy! Sega did dabble with a handheld console themselves, the Game Gear, but that rolled over and died next to sales of the Game Boy. However, their arcade games are still hot stuff and tipped as the first game to appear is a Game Boy Color version of Sonic The Hedgehog.

SHOOTING

96% GoldenEye 007

RARE/NINTENDO

The best shooter ever! Innovative with smart enemies, a top plot, and the multiplayer game rocks.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

94% Turok 2: Seeds of Evil

ACCLAIM

Massive 3D game filled with violent dinos. Top weapons, great animation and plenty of blood spillage.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in issue 16, Jan '99

93% Body Harvest

GREMLIN

Go bug-eyed monster hunting. Talk to terrified people, nick their cars and save the Earth - neat!

- Players: 1
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 15, Xmas '98

92% Rogue Squadron

NINTENDO

The force is strong with this one! Fly in low, smash up AT-ATs and shoot down Tie Fighters.

- Players: 1
- Price £44.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in issue 17, Feb '99

92% Vigilante 8

ACTIVISION

Hi-octane mix of cars and guns. Drive around, grab weapons and trash everything. Ace multiplayer!

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in issue 20, Easter '99

92% Duke Nukem: Zero H

GT INTERACTIVE

Outrageous violence with black humour! Stylish visuals, deep gameplay and big boomsticks!

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in issue 22, June '99

92% South Park 64

ACCLAIM

Turok 2 with turkeys, guns and sampled swearing. Lame on your own but multiplayer is sweet!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in issue 17, Feb '99

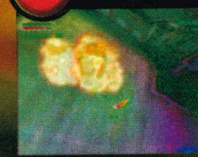
91% Lylat Wars

NINTENDO

Trigger happy action that looks like a movie. Loads of levels, awesome visuals and great gameplay.

- Players: 1-4
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 2, Xmas '97

90% Forsaken



ACCLAIM

360 degree shooting action. Big twisting levels, intelligent opponents and a stylish look.

- Players: 1-4
- Price 59.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 9, July '98

85% Quake 64

GT INTERACTIVE

Fast paced sequel to Doom. Big guns, bigger enemies and a dark atmosphere. Dumb but fun!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 7, May '98

66% Hexen

GT INTERACTIVE

Doom's weaker brother with a medieval atmosphere. Dull with jerky graphics and terrible sound.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 3, Jan '98

83% Turok: Dinosaur Hunter

ACCLAIM

Go hunting in Jurassic Park. Smart dinos and big guns but too many platforms and instant deaths!

- Players: 1
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

65% Robotron 64

CRAVE ENTERTAINMENT

A classic 80's shooter returns but we don't care 'cos we've got GoldenEye and Turok 2 to play.

- Players: 1
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 7, May '98

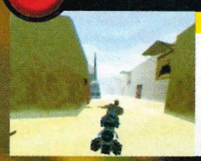
80% Duke Nukem

GT INTERACTIVE

Doom with a sense of humour! Manic action, top levels and comical enemies. Looks old though!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 3, Jan '98

59% Shadows of the Empire



NINTENDO

The dark side of the force! Boring doom-clone levels and unplayable speeder bike racing.

- Players: 1
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

71% Doom 64

GT INTERACTIVE

The mighty Doom has failed the test of time! Slow with blocky visuals and non-existent animation.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 3, Jan '98

58% Aerofighters Assault

NINTENDO

More like Top Goon than Top Gun. Ugly, slow and too easy to finish. Get Pilotwings instead.

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 4, Feb '98

70% Buck Bumble

UBISOFT

A cyber-bumble bee with a sting. The good ideas and smart design are lost in the foggy levels.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 13, Nov '98

52% Knife Edge

KEMCO

Aim the gun on a 'copter. Move a sight, pull the trigger and wish you'd bought something else.

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 17, Feb '99

Parky's Top 5

Zelda

Hunt down a copy of this fine game and you'll never go out again

1

ISS '98

Best football game I've ever seen. Well worth getting

2

GoldenEye

An amazing shooter! A beauty to look at and seems to go on forever.

3

Banjo-Kazooie

A wonderful specimen of a jumper with brains as well as beauty

4

Mario 64

It may be old but it can still run rings around most new games

5

Rumble Paks

The best add-on ever invented! It makes your joypad shake, rattle and roll! Vital for getting those secrets on Zelda

1. **LX4 TREMOR**
WITH 1MB MEMORY
Best pak ever! Rumbles like a wrestler, doesn't need batteries and saves games!
☆☆☆☆☆ £17.99

2. **LX4 TREMOR-LMP**
Rumbles like the Nintendo pak. Small, light and strong. Excellent rumbler!
☆☆☆☆☆ £12.99

3. **NINTENDO PAK - NINTENDO**
Original rumbler! Shakes your pad out of your hand but needs batteries.
☆☆☆☆☆ £14.99

4. **SPORT PAK - MAD CATZ**
Funky rumbler that looks like a football! Bargain price with memory included!
☆☆☆☆ £14.99

5. **VIBATRON PAK**
Bargain buzzer with a two speed setting. Not as good as the official but good anyway
☆☆☆ £9.99

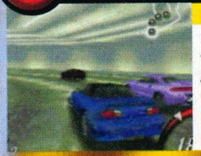
6. **VIBRA PAK 256K-WILD THINGS**
Good rumbler with a clear case and memory on board. Doesn't need batteries!
☆☆☆☆ £9.99

RACING

94% F1 World Grand Prix

NINTENDO
Realistic F1 racing game. Looks like the telly, drives like the real thing and recreates the 1997 season.
● Players: 1-2 ● Price £29.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 13, Nov '98

91% Top Gear Overdrive



KEMCO
Fast arcade racer! Great looking cars, top tracks and challenging gameplay. Top hi-res mode too!
● Players: 1-4 ● Price £44.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in issue 17, Feb '99

93% 1080 Snowboarding

NINTENDO
Flawless reproduction of the rad sport! Stunning animation, great controls and massively addictive.
● Players: 1-2 ● Price £39.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 4, Feb '98

90% F-Zero X

NINTENDO
Remake of the old SNES classic. It may look bland but it's fast, competitive and fiercely addictive.
● Players: 1-4 ● Price £39.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in issue 12, Easter '99

93% Episode Racer

LUCASARTS/NINTENDO
Blindingly fast racer! Jedi-like depth, Jabba sized tracks and you'll need the force to finish it!
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 22, June '99

90% Micro Machines 64

CODEMASTERS
Race toy cars around the house. Novel gameplay, loads of tracks and great for multiplayer laughs.
● Players: 1-8 ● Price £39.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 18, March '99

93% Beetle Adventure

ELECTRONIC ARTS
Herbie goes ballistic! Huge tracks, fine handling and loads of secrets. Best arcade car racing game.
● Players: 1-4 ● Price £44.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 20, Easter '97

90% V-Rally Edition '99

INFOGRAMES
Tricky rally racing. Crisp visuals, lots of pop-up, 48 tracks but incredibly awkward to control.
● Players: 1-2 ● Price £39.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 15, Xmas '98

92% WipEout

MIDWAY
Classic futuristic racer! Fine graphics, fast as hell and an excellent four player mode!
● Players: 1-4 ● Price £44.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 16, Jan '99

88% Extreme G XG2

ACCLAIM
Slow but nice looking futuristic racer. Worth owning in a third-best-but-still-quite-good kinda way!
● Players: 1-4 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 18, Jan '99

91% Wave Race

NINTENDO
Vastly underrated jet-ski racing game! Fantastic water effects, incredible controls and great value.
● Players: 1-2 ● Price £29.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 1, Dec '97

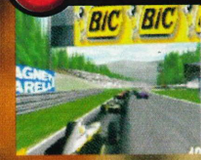
85% S.C.A.R.S

UBISOFT
Race animal/ car hybrids! Fun to play and gorgeous to look at but lacks the greatness of Mario Kart.
● Players: 1-4 ● Price £44.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 16, Jan '97

91% Diddy Kong Racing

RARE
Takes Mario Kart and improves it. Great graphics, cute characters and a top adventure mode.
● Players: 1-4 ● Price £39.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 3, Jan '97

84% Racing Simulation: MGP



UBISOFT
Fast F1 racing that has all the tracks but lacks an official license. True F1 freaks will prefer F1 WGP.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 20, Easter '98

91% Mario Kart 64

RARE/NINTENDO
Mazza goes Kartin'! Excellent when your mates are round but the N64 characters cheat like crazy!
● Players: 1-4 ● Price £29.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 1, Dec '97

84% Snowboard Kids

ATLUS
Mario Kart-style snowboarding. Race down slopes, jump on ski lifts, use power-ups. Just too slow.
● Players: 1-4 ● Price £29.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 7, May '98

Steering Wheels

For the ultimate racing experience you'll want to get behind a wheel on the N64!

1 TOP GEAR LOGIC

Best wheel you can buy! Leather look, brilliant handling and fully programmable. Ace!

Pedals ✓
Rumbles ✗
☆☆☆☆☆ £69.99

2 ULTRA RACER IMPACT

Top alternative to a wheel. Looks neat and works a treat! Space saving too!

Pedals ✗
Rumbles ✗
☆☆☆☆☆ £29.99

3 ASCII WHEEL

The small wheel that works big! Fast response and fits anywhere. A bit pricey!

Pedals ✗
Rumbles ✗
☆☆☆☆☆ £49.99

4 OFFICIAL JORDAN GRAND PRIX RACING WHEEL

Fantastic F1 replica. Looks top and has the best gearstick! Get this and F1 WGP!

Pedals ✓
Rumbles ✓
☆☆☆☆ £59.99

5 G64 STEERING WHEEL WITH RUMBLE EFFECT

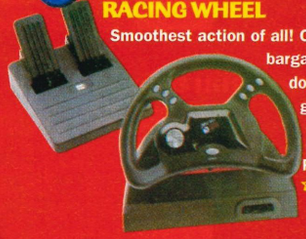
Up there with the best! Smooth handling, well laid out and a top rumbler!

Pedals ✓
Rumbles ✓
☆☆☆☆ £69.99

6 V3FX RACING WHEEL

Top wheel! Well laid out, handles brilliantly and easily programmable. Good buy

Pedals ✓
Rumbles ✓
☆☆☆☆ £59.99



7 MAD CATZ ANALOG RACING WHEEL

Smoothest action of all! Compact design, bargain price but let down by gearstick.

Pedals ✓
Rumbles ✓
☆☆☆ £49.99

8 RACE 32/64 SHOCK 2

Much better wheel than the compact. Chunky feel, smooth handling and well made.

Pedals ✓
Rumbles ✓
☆☆☆ £59.99

9 RACE 32/64 COMPACT

Doesn't fair well! Clamps to the table, awkward positioning, feels cheap and nasty.

Pedals ✗
Rumbles ✗
☆☆ £49.99

83% Top Gear Rally

KENCO

Good rally racer! Challenging tracks, excellent car dynamics but bland visuals and slow at first!

- Players: 1-4 ● Price £39.99
- 4 Meg Pak ✗ ● Rumble pak ✓
- Reviewed in issue 3, Jan '98

75% GT 64

OCEAN

Average car racing. Jerky, slow and horrible controls. Entertaining for a short while but generally bad.

- Players: 1-4 ● Price £49.99
- 4 Meg Pak ✗ ● Rumble pak ✗
- Reviewed in issue 11, Sep '98

83% Extreme G

ACCLAIM

Futuristic bike racing. Looks amazing, breathtaking speed but too hard to control. Has been overtaken!

- Players: 1-4 ● Price £49.99
- 4 Meg Pak ✗ ● Rumble pak ✗
- Reviewed in issue 1, Dec '97

73% Snowboard Kids 2

ATLUS

Pretty much the same as the original with better graphics and a story mode. Needs to run faster!

- Players: 1-4 ● Price £49.99
- 4 Meg Pak ✗ ● Rumble pak ✓
- Reviewed in issue 21, Easter '99

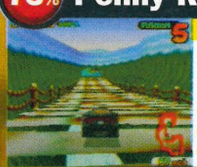
80% Rush 2: Extreme Racing

GT INTERACTIVE

Over-the-top racing game! Gaudy visuals, laughable sound, cool gameplay. Simple but lots of fun.

- Players: 1-2 ● Price £49.99
- 4 Meg Pak ✗ ● Rumble pak ✓
- Reviewed in issue 17, March '99

73% Penny Racers

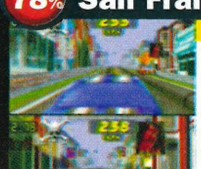


THQ

A Santa's sledgeload of original ideas but fails to deliver the presents! Slow, pug-ugly and dull.

- Players: 1-4 ● Price £39.99
- 4 Meg Pak ✗ ● Rumble pak ✓
- Reviewed in issue 18, March '99

78% San Francisco Rush



GT INTERACTIVE

Bomb around the Frisco bay! Painfully bright colours, insane jumps and fun gameplay. Stupid fun!

- Players: 1-2 ● Price £49.99
- 4 Meg Pak ✗ ● Rumble pak ✗
- Reviewed in issue 3, Jan '98

72% MRC

OCEAN

First car racing game on the N64! Only three tracks, slow and uninteresting. Get a newer game.

- Players: 1-4 ● Price £49.99
- 4 Meg Pak ✗ ● Rumble pak ✗
- Reviewed in issue 1, Dec '97

72% Automobili Lamborghini

TITUS

Feels more like a Robin Reliant than a Lamborghini! Dull visuals, dreary gameplay and awkward controls.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 4, Feb '98

20% California Speed

MIDWAY

The worst racing game ever. So easy you could finish it with your eyes shut (seriously) Avoid!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 21, May '99

64% F1 Pole Position

UBISOFT

Wasn't any good when it came out and has since been bettered by other F1 games. Terrible!

- Players: 1-2
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

FIGHTING

54% Cruis'n World

NINTENDO

Slightly better than the first Cruis'n game but still dump! Nice graphics but far too easy to complete.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 13, Nov '98

85% Smash Brothers

NINTENDO

Cute scrapper! Stars Mario and mates, easy to play, fun four player mode. Great laugh!

- Players: 1-4
- Price £43.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 19, April '99

54% Aero Gauge

ASCII

Fast gameplay that's been bought at the expense of the graphics. A huge amount of fog ruins the game.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 5, March '98

85% Mortal Kombat 4

MIDWAY

MK finally leaps into 3D. Fastest fighter ever with awesome action and gruesome deaths.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 11, Sep '98

82% Fighter's Destiny

OCEAN

Serious fighting game! Good controls but blurry graphics and far too few moves. Get MK4 instead.

- Players: 1-2
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 5, March '98

41% Cruis'n USA

NINTENDO

Good fun in the arcade but there's no roadkill on the N64 version which ruins most of the fun.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 21, May '99

82% Bio Freaks

GT INTERACTIVE

Blood soaked puncher! Jet around the levels, kick opponent's heads off get covered in red stuff.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 10, August '98

79% Nightmare Creatures

ACTIVISION

Fouler than Noely's nasal hair! Sword-swiping and blood dodging. Looks a bit dodgy at times.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 5, March '98

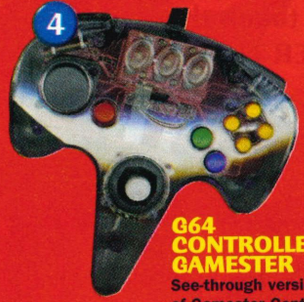
Joypads

The link between you and your N64 is the most important peripheral, and you'll need those extra pads to play games with your mates too

OFFICIAL NINTENDO PAD
Best pad by miles. Precise, reliable and a joy to use. Best buy!
£19.99
☆☆☆☆☆

MANTARAY - NU GEN
Only pad to come close to the official one. Chunky, comfy and funky!
£14.99
☆☆☆☆☆

SHARKPAD PRO 64 - INTERACT
Stylish pad! Clear plastic, inventive design and it works well too!



G64 CONTROLLER - GAMESTER
See-through version the of Gamester Controller with autofire and slow motion.
£19.99
☆☆☆☆

NS64 COMPETITION PRO
Looks official but doesn't come close! Chunky look, autofire and three prongs.
£19.99
☆☆☆

WILD THINGS - MIRAGE
Funky look but a comfy feel! Bit too chunky but the buttons are good!
£17.99
☆☆☆

MAKOPAD 64
Oddest pad on the market! Looks ugly, feels uncomfortable and works badly.
£19.99
☆☆

PUZZLE

71% Dark Rift

ACTIVISION

Early N64 fighter! Interesting characters but shallow gameplay. Beaten to a pulp by MK4.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 2, Xmas '97

69% Mace: The Dark Age

GT INTERACTIVE

Hack and slash with fantasy-inspired characters. Looks good, moves fast but soon becomes tedious.

- Players: 1-2
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 3, March '98

65% Rakuga Kids

MIDWAY

Insane beyond belief! Fight as a 70's disco diva, a washing machine, scissors and so on. Weird!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 17, Feb '99

48% Mortal Kombat Trilogy

GT INTERACTIVE

Clumsy fighting game with flat characters, stuttering animation and pathetic controls. Avoid!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 1, Dec '97

38% War Gods

MIDWAY

Hopeless fighter with preposterous moves, awful characters and terrible controls. Don't bother!

- Players: 1-2
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 2, Xmas '97

35% Dual Heroes

HUDSON SOFT

Power Rangers look-a-likes. Ugly, slow and virtually unplayable thanks to weird disjointed fights.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 5, March '98

33% Clayfighter

ACTIVISION

Pathetic scrapper. Sluggish, badly animated and a completely unfunny sense of humour.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 4, Feb '98

28% Mortal Kombat Mythologies

GT INTERACTIVE

Horrible mix of 2D platformer and fighting game. Looks like a Megadrive and plays like a brick!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 6, April '97

92% Space Station

TAKE 2

Wonderfully weird. Hovering sheep, turbo mice and dogs armed with rocket launchers. Top puzzle game!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 16, Jan '99

90% Wetrix

OCEAN

Tetris with water! Build dams, fix leaks and catch water. Tricky but fantastic once you get the hang of it.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 8, June '98

88% Bust-A-Move '99

ACCLAIM

Best version of a great series! Gorgeous gameplay, cool Jap style and insanely addictive.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 23, June '99

85% Bust-A-Move 2

ACCLAIM

Fantastic balloon popping action. Line 'em up, let 'em go and get three of the same colour together.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 10, August '98

83% Glover

HASBRO

Puzzler starring a white glove. Run on your fingers, bounce a ball and get killed a lot. Frustrating!

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 15, Xmas'98

82% Bust-A-Move 3

ACCLAIM

The king of puzzlers returns again. Identical to BAM 2 up to four players at once can play.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 17, Feb '99

72% Virtual Chess

TITUS

Virtual woodpushing! Move pawns, take pieces and checkmate the Grandmaster N64.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 11, Sep '98

60% Tetrisphere

HASBRO

Tetris comes full circle! Spin blocks, match up pieces and try to free a trapped robot. A bit too slow!

- Players: 1-2
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 5, March '99

56% Charlie's Blast Territory

NEW ENTRY

ASCII

Mindbender starring a fat bricky. Crummy looking, awkward and frustrating !

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 23, July '99

55% Lode Runner

NEW ENTRY

INFOGRAMES

Quirky head-bender that's let down by constant visual and mental repetition!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 23, June '99

PLATFORM

96% Banjo Kazooie

RARE

Best platform game ever! Outrageously good looking, top ideas and loveable characters.

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 11, Sept '98

94% Super Mario 64

NINTENDO

Mario's best game ever! Looks great, plays well and lasts forever. You must own a copy!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 1, Dec '97

88% Yoshi's Story

NINTENDO

Hungry dinosaur eats everything in sight. Looks great, fun for a while but far too easy to finish.

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 8, Jan '98

85% Starshot: Space Circus

INFOGRAMES

Find freaks for an intergalactic big top. Great story, stutters a bit and you get lost often.

- Players: 1
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 15, Xmas '98

83% Bomberman Hero

HUDSON

Everybody's favourite firestarter. Lobbing bombs is great but Banjo's a much better jumper.

- Players: 1
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 9, July '98

80% Mischief Makers

ENIX

Truly insane Japanese platformer. Control a schoolgirl, save a mad scientist avoid being groped.

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 3, Jan '98

75% Gex

GT INTERACTIVE

Makes fun of TV shows. Rib-tickling action but loose controls and poor camera angles ruin it.

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 14, Dec '98

74% Chameleon Twist

SUNSOFT/OCEAN

Perfect your tongue technique. Lacks greatness but quirky ideas make it fun. Far too easy though!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 3, Jan '98

70% Bomberman 64

HUDSON

The urban terrorist's N64 debut. Run around, solve puzzles and blow stuff up. Soon gets bland.

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 4, Feb '98

68% Iggy's Reckin' Balls

ACCLAIM

Original mix of platformer and racer! Bomb from ledge to ledge. Simple but fun for four players.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 13, Nov '98

58% A Bug's Life

NEW ENTRY

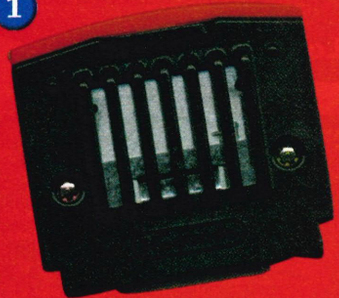
ACTIVISION

Playing this really 'bugs' you! Dull levels, sloppy visuals and crummy controls.

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 23, June '99

Other Stuff

1



4 MEG PAK - NINTENDO

Boost the power of your N64 and get loads of new games running in Hi-Res. Well worth getting with any new games!

£29.99

2

4 MEG RAM - JOYTECH

Works just like Nintendo's official ram! A bit cheaper but it sticks outside of the machine. Looks ugly but works!

£24.99

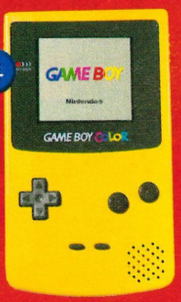
3

ACTION REPLAY PROFESSIONAL - DATEL

A sneaky device that lets you hack into games and cheat. Get cheats from Datel or hack into games yourself. Top fun and can bring old games back to life!

£59.99

4



GAMEBOY COLOR

Buy one and you'll fall in love with it! Super sharp screen, stylish look and the batteries last forever! Plays new Color games and all the old Gameboy games. Amazing!

£69.99

SPORTS

Memory Paks

You'll be needing a controller pak to save on some games. All fairly similar but you'll find some bigger than others and easier to use!

GAMESTER LX4 1MB
A bit pricey but equivalent to four paks. The switches on the back work well.
☆☆☆☆☆ £17.99

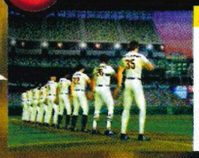
OFFICIAL NINTENDO PAK
Official pak is quality. Only 256 KB though so you can't save much!
☆☆☆☆ £14.99

GAMESTER LX4 256KB
Identical to the official pak. Just as small and every bit as good!
☆☆☆ £9.99

SPOOK MEMORY 1MB
Button on top switches between four different paks. Tricky but it works!
☆☆☆ £14.99

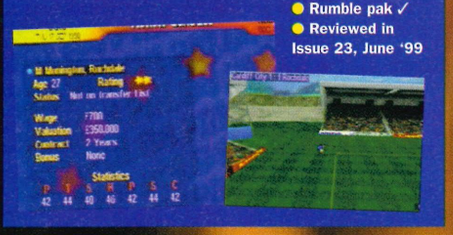
1 MEG MEMORY MODULE
Stylish case with switches and lights on the back. Works a treat!
☆☆☆ £9.99

91% ASB 2000



ACCLAIM
The best bat 'n' ball game ever! Hardball realism with stunning visuals and tense gameplay.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in issue 21, May '99

90% Premier Manager NEW ENTRY



ACCLAIM
Long awaited footy management game! Addictive, challenging and rewarding!
● Players: 1-2
● Price £39.99
● 4 Meg Pak ✗
● Rumble pak ✓
● Reviewed in Issue 23, June '99

96% ISS '98

KONAMI
Easily the game we've played the most. A perfect rendition that's fast paced and full of features.
● Players: 1-2 ● Price £39.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 12, July '98

90% ISS 64

KONAMI
A superb rendition of footy. Fast paced, easy to play with incredible depth. But ISS '98 is better.
● Players: 1-2 ● Price £34.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 1, Dec '97

93% FIFA '99

EA SPORTS
Incredible realism with an official licence. Not quite as favoured as ISS 98 but still footy-tastic.
● Players: 1 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 18, March '99

90% Centre Court Tennis

NINTENDO
Top ball-thwacking with a Cartoon feel. Easy to play, extremely addictive and a strip tennis mode.
● Players: 1-4 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 18, March '99

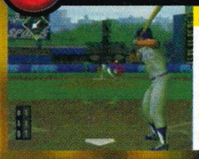
89% NFL Blitz

MIDWAY
Outrageous arcade-style US football. Over-the-top violence and snap-quick gameplay. Fantastic!
● Players: 1-2 ● Price £54.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 20, Easter '98

92% Madden '99

ELECTRONIC ARTS
All singing and dancing rendition of American Footy. Kicks the competition right out of the arena.
● Players: 1-2 ● Price £54.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 15, Xmas '98

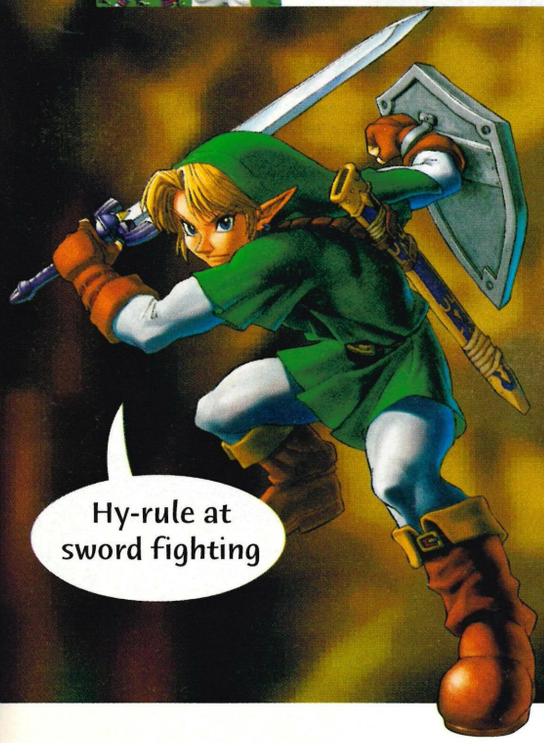
90% All Star Baseball



ACCLAIM
Serious baseball action! Crystal clear visuals, well paced gameplay and great for two players.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 10, August '98

89% WWF Warzone

ACCLAIM
Mighty wrestler that kicks all others out of the ring. Fine animation and loads of neat touches!
● Players: 1-2 ● Price £54.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 20, Easter '98



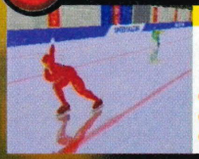
90% Madden '98

ELECTRIC ARTS
Classic US footy game. Uglier than the competition, but a beauty to play with your mates!
● Players: 1-2 ● Price £44.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 3, Jan '98

89% All Star Tennis

UBISOFT
Excellent tennis game with a realistic slant. We preferred Centre Court (probably because of the strip tennis).
● Players: 1-2 ● Price £44.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 19, April '99

90% Winter Olympics



MIDWAY
Ten different snowbound sports. Snowboarding, speedskating and the best curling game ever.
● Players: 1-2 ● Price £59.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 5, March '98

89% NHL '99

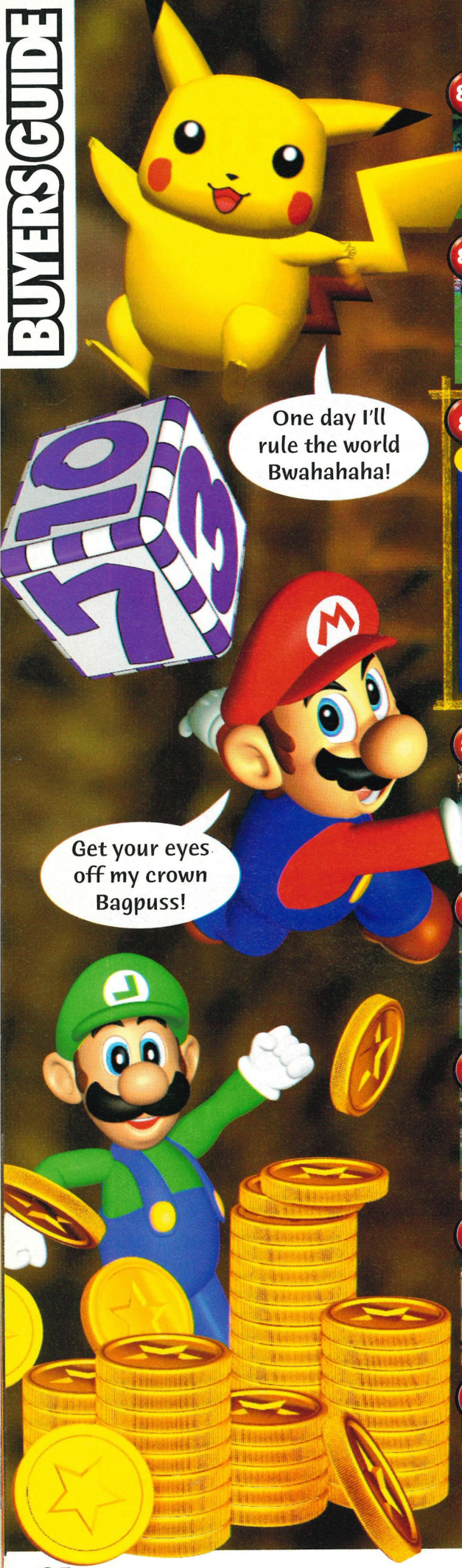
ELECTRONIC ARTS
Realistic ice fighting! Nice animation and top atmosphere but a bit slower than Breakaway.
● Players: 1-4 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 15, Xmas '98

90% NHL Breakaway

ACCLAIM
Frantic combo of nut-cases and big sticks. Excellent sports-sim that could belong to the fighters!
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 7, May '98

87% World Cup '98

ELECTRONIC ARTS
Realistic footy game that pales next to ISS '98. Looks great but just doesn't have the gameplay!
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 8, June '98



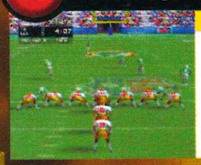
87% FIFA '98: RTWC

ELECTRONIC ARTS

Runs around effectively but just can't slam the ball home. Good but ISS '98 wins the championship.

- Players: 1-2
- Price £34.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 4, Feb '98

86% NFL Quarterback Club



ACCLAIM

Just fails to go the whole 9 yards. Superb visuals but Madden plays a better game of ball.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 3, Jan '98

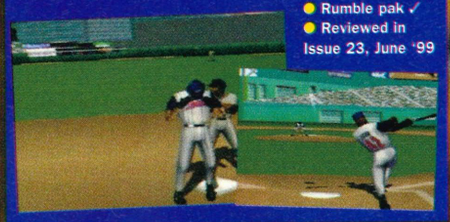
86% Ken Griffey's Jr Slugfest

NEW ENTRY

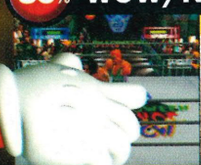
NINTENDO

Kenny's second pitch is stronger, but still not enough to strike out ASB 2000.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 23, June '99



85% WCW/NWO Revenge



THQ

More burly bloke grappling action! Stunning graphics, fine controls and crowd teasing action.

- Players: 1-4
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 12, Xmas '98

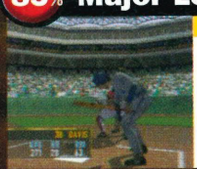
85% Kobe Bryant in NBA

ELECTRONIC ARTS

Nintendo slam the ball home! Detailed, action packed and easy to play. Top ball and hoop action.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue ?, June '98

85% Major League Baseball

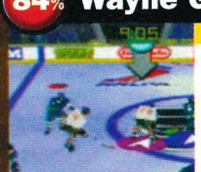


NINTENDO

Arcade-style American rounders! Looks bland after All Star but it starts to shine when you play.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 11, Sep '98

84% Wayne Gretzky's Hockey

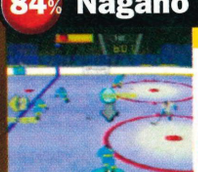


MIDWAY

Lightning paced hockey game. Over-the-top violence, addictive gameplay and top two player mode.

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 2, Xmas '97

84% Nagano Olympic Hockey

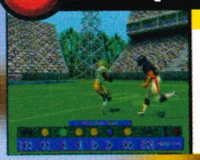


MIDWAY

Wayne Gretzky's Hockey with Olympic teams. Fast paced, furiously fun but lacks Breakaway's skill!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 7, May '98

84% NFL Quarterback Club '99

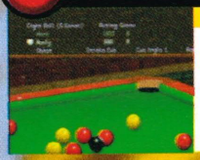


ACCLAIM

Look better than its predecessor. Wonderful visuals but we prefer an in-depth game of Madden.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 16, Jan '98

83% VR Pool



INTERPLAY

Ball thwacking without the fight over who's 20p is on the table. Not as much fun as a real game!

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 19, April '98

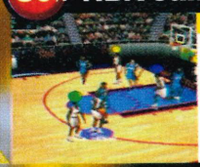
80% WCW Vs NWO

THQ

A fine fighter! Looks good, plays well and you even have to show off to the crowd to win!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 4, Feb '98

80% NBA Jam '99



ACCLAIM

Incredibly realistic game of ball and hoop! Not much for novices but fantastic for fanatics!

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 17, Feb '99

74% NBA Hangtime

MIDWAY

Lacks technical brilliance but the gameplay's great! Fast and frantic with gravity defying moves!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 1, Dec '97

69% Waialae Golf

INTERPLAY

Ruin a good walk and waste your money! Dodgy graphics, sloppy controls and tedious gameplay!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 13, Nov '98

68% NHL Breakaway '99

ACCLAIM

Breakaway's brought back to life! It's identical to the original so don't both getting both.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 17, Feb '99

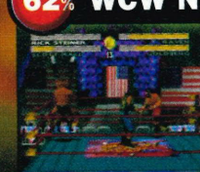
65% NBA Pro '98

KONAMI

Serious basketball game that's lost in a sea of blurry fuzziness. Woeful visuals ruin the game.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 17, Feb '98

62% WCW Nitro



THQ

Abseils onto the N64 but fails to enter the ring. Manages to be less realistic than the real thing.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 20, Easter '99

OTHER STUFF

60% NBA Pro '99

KONAMI

Leaps into the air but bangs its head on the basket. Dismal visuals, and squeaky sound.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 23, June '99

34% FIFA 64

ELECTRONIC ARTS

Hobbles round the pitch like a one legged blind man! Dull, lifeless and crippled by ISS 64.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 20, Easter '99

91% Pilotwings 64

NINTENDO

Wonderful flying game with hangliders, gyrocopters, rocket belts and hidden extras! Months of fun!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 16, Jan '99

84% Blast Corps

RARE

Wanton destruction on a global scale. Lots of vehicles, nice graphics and tense gameplay.

- Players: 1
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

77% Air Boarders

HUMAN

Pull tricks on a hovering skateboard! Huge levels, nice visuals and good control. A bit basic though!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 8, June '98

ADVENTURE

92% Mission: Impossible

INFOGRAMES

Straight forward adventure with a good storyline and great ideas. Graphics vary but its mainly good.

- Players: 1
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

37% Rampage Universal Tour

GT INTERACTIVE

Better than before but not by much! Smash stuff and eat people until you quickly get bored.

- Players: 1-3
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 22, June '99

98% Zelda 64

NINTENDO

Best game ever made! Massive world, wonderful story, amazing visuals. It's got the lot - get it!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 16, Jan '99

87% Mario Party

NINTENDO

50 small games tied together with dice rolling! Fantastic with four players that you'll never tire of.

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 19, April '99

Need help on your hunt eh? Try using a guide

92% Mission: Impossible

INFOGRAMES

Straight forward adventure with a good storyline and great ideas. Graphics vary but it's mainly good.

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 12, Oct '98

88% Castlevania

KONAMI

Whip vampires back to the underworld. Short lived platform adventure! Amazing fun while it lasts.

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 19, April '99

83% Mystical Ninja

KONAMI

Surreal Japanese game! Talk to people, play sub-games and save the world from the giant peach!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 7, May '98

60% Holy Magic Century

THQ

Control (the life of) Brian to find his father. Novel fighting but the dull story dies next to Zelda.

- Players: 1
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 17, Feb '99

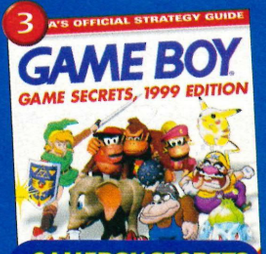
Parky's Top 5 Guides

1

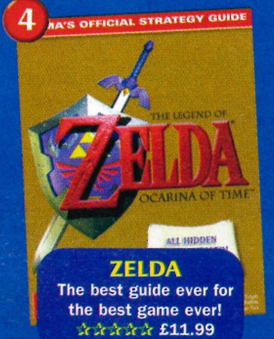
TUROK 2
Get the dinosaur and all the keys and items
☆☆☆☆ £9.99

2

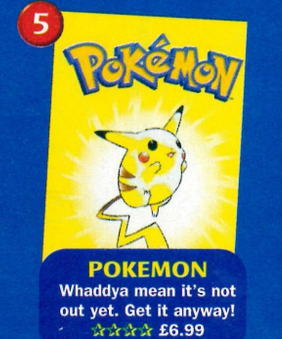
CASTLEVANIA 64
Spike the vampire in style. Great stuff
☆☆☆☆ £9.99

3 

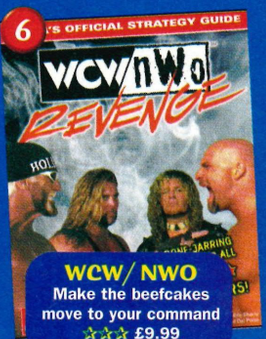
GAMEBOY SECRETS
Secrets and tips for all the best Game Boy games
☆☆☆ £9.99

4 

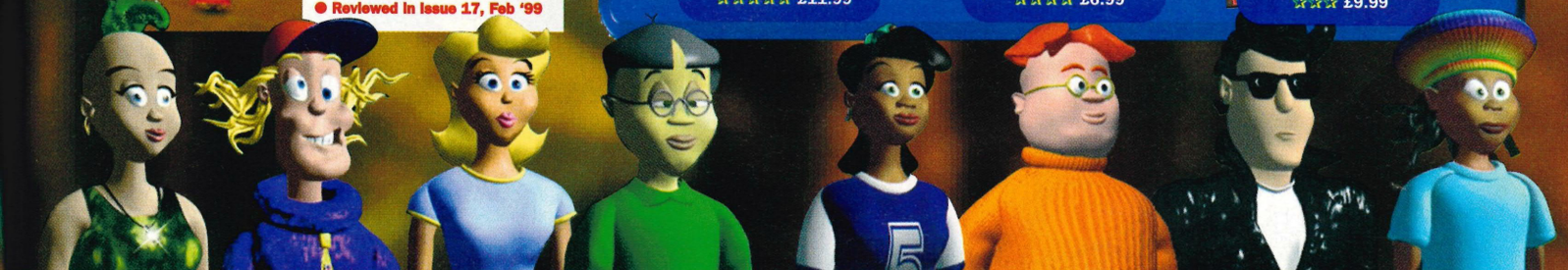
ZELDA
The best guide ever for the best game ever!
☆☆☆☆☆ £11.99

5 

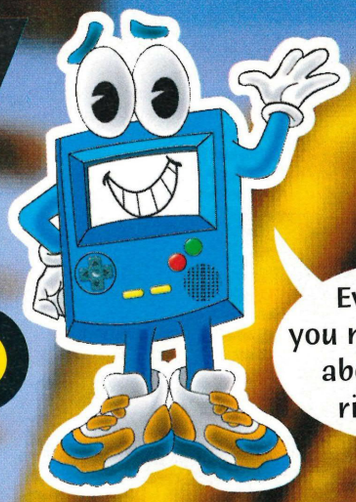
POKEMON
Whaddya mean it's not out yet. Get it anyway!
☆☆☆☆ £6.99

6 

WCW/ NWO
Make the beefcakes move to your command
☆☆☆ £9.99



GAMEBOY COLOR



Everything you need to know about GBC is right here!

Legend of Zelda

NINTENDO

Truly amazing RPG! Huge world, with incredible detail and tons of secrets. Buy a copy today!

Price £24.99

The Smurf's Nightmare

INFOGRAMES

Top platform action starring cool looking colour Smurfs and loads of playability!

Price £24.99

Frogger

TAKE 2

Guide a greenback across the highway without ending up as roadkill! Still fun after all these years

Price £24.99

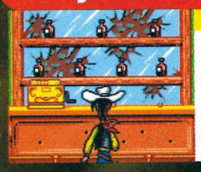
Tetris DX

NINTENDO

Original puzller in full colour! Tense, addictive and still one of the best games ever made!

Price £24.99

Lucky Luke



INFOGRAMES

Fastest gun on the Gameboy! Shoot injuns dodge buffalo and shout out yeehaa!

Price £24.99

Maya the Bee

ACCLAIM

Control three characters in this well tricky puzzler. Good brain-bender but nothing we haven't seen before!

Price £24.99

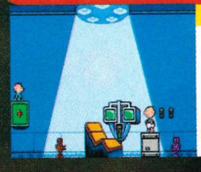
Harvest Moon

NINTENDO

A blooming excellent farming game! Sow seeds, water crops, brush cows and reap the harvest!

Price £24.99

The Rugrat's Movie



THQ

Loveable platformer. Collect toys, avoid spiders and swoon over the brilliant visuals.

Price £24.99

Bugs Bunny and Lola Bunny

NINTENDO

Play as Bugs and Lola in this platformer! Okay but not quite as good as Warioland 2!

Price £24.99

Warioland II

NINTENDO

The dastardly hero returns! Classic jumper with huge graphics and loads of levels. Great!

Price £24.99

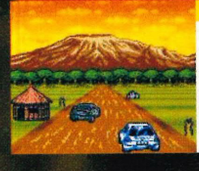
Dropzone

ACCLAIM

Defender on viagra! Fast, addictive and rock-hard! Age-old shooter that can party all night!

Price £24.99

V-Rally

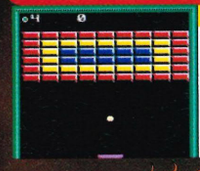


INFOGRAMES

Jazzed up version of the GB classic! Madcap, fast and challenging but just a bit too simplistic!

Price £19.99

Super Breakout



NINTENDO

Incredibly addictive! Bounce a ball, smash bricks and spend weeks lost in pure gameplay!

Price £24.99

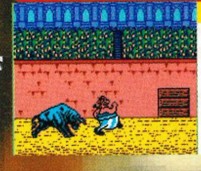
All Star Baseball 2000

ACCLAIM

Top baseball game. Truly incredible visuals, deep gameplay and realistic feel. Well worth owning!

Price £24.99

Obelix



INFOGRAMES

Asterix's other half in a predictable platformer. Roman kicking fun but nothing new.

Price £19.99

720

MIDWAY
Take a spin on a skateboard! The tricky controls make it hard to even skate straight though!
Price £24.99

Top Gear Rally

NINTENDO
Top gimmick with an in-built rumble pak! Works a treat but the game's not too brilliant!
Price £24.99

Game and Watch Gallery

NINTENDO
Remake of videogaming dinosaurs! Clumsy, primitive and best left extinct.
Price £19.99

Hexcite

NINTENDO
Two player puzzler. Difficult, annoying and forgettable. Get Tetris DX instead of this!
Price £19.99

Gameboy Goodies

GAMEBOY COLOR PROTECTOR - INTERACT
★★★★ £6.99

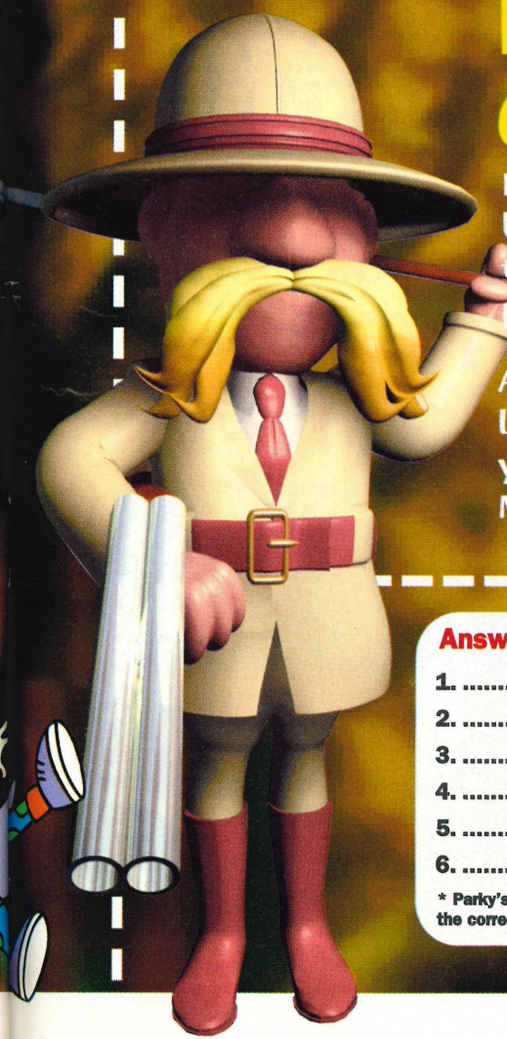
HANDYPACK COLOR - INTERACT
★★★ £16.99

GAMEBOY POWERPACK - INTERACT
★★★★ £9.99

TRAVEL PACK - INTERACT
★★★★★ £9.99

SUPERZOOM - INTERACT
★★ £4.99

GAMEBOY PULSEPACK - INTERACT
★★★★ £9.99



Parky's Big Game Hunt

Hunt down a mysterious prize by following the clues to find these twelve games and peripherals:

One: He's THE MAN. Well he's a plumber at least?
Two: What Game Boy game has "truly incredible visuals"?
Three: What game's got "big boomsticks"?
Four: What's "the worst racing game ever"?
Five: What's the third worst racer?
Six: What game sees you "hunting in Jurassic Park"?
Seven: What game's "got the lot"?
Eight: In what game do you "ruin a good walk"?
Nine: Name this farm'em-up on the Game Boy?
Ten: What racer has "been overtaken"?
Eleven: What game has "Jabba sized tracks"?
Twelve: It's got "trigger happy action"?

Answer all the questions by searching through the Park. Take the first letter from each game and it'll spell out the prize you could win. Send your answer to Parky's Big Game Hunt, N64 Pro, Freepost 3038, IDG Media, Media House, Adlington Park, Macclesfield, Cheshire, SK10 4NP

Answers

1. .....
2. .....
3. .....
4. .....
5. .....
6. .....
7. .....
8. .....
9. .....
10. .....
11. .....
12. .....

*** Parky's Note: Guessing gets you nothing! You must have the correct answer to every question to win the prize!**

Hey Parky, send me a....

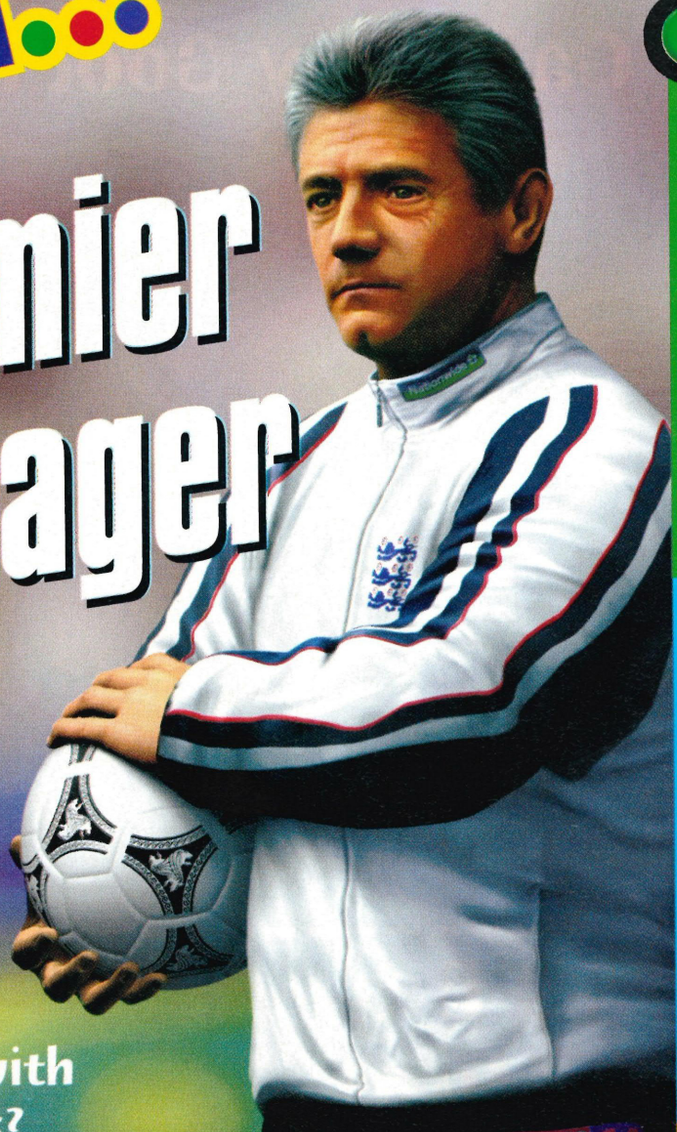
Name...

Address...

Post Code...

NEXT MONTH...

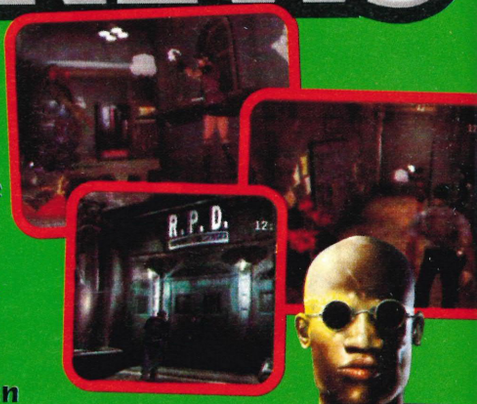
Premier Manager 64



Fumbling with formations? Struggling with strikers? Messing about with the midfield? Take Tip-X's managerial masterclass and you'll be over the moon in no time!

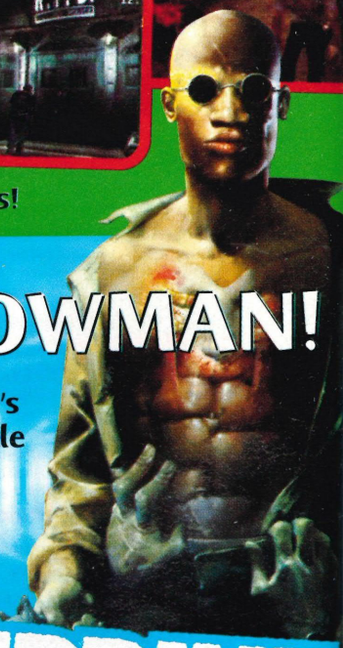
KICK OFF YOUR NEW SEASON IN STYLE!

Red Hot NEWS



Wanna know the score with Resident Evil 64? Read all about it in next month's News!

SHADOWMAN!



The latest version's in our clammy little hands right now, and it rules! We'll reveal all next month!

BLUEPRINT

World Driver Championship

Pedal to the metal time. No fear racing with our massive WDC guide!

CHEAT ZONE

Issue 25 on sale August 19th

Editor: Steve McNally **Art Editor:** Jim Eagers **Reviews Editor:** Paul Noel **Staff Writer:** Mark Hattersley **Art Asst:** Nicky Harding **Production Editor:** Lewis Pek **Art Director** Dean Wilson **Illustrator:** Kevin Hopgood **Contributors:** James Cannon, Jon Hoeksma, John Tatlock **Managing Director:** Ian Bloomfield **Publisher:** Carol Ann Barrett **Publishing Director:** Robin Wilkinson **Managing Editor:** Paul Roundell **Circulation Director:** David Wren **Group Ad Manager:** Lisa Jo Oliver **Console Account Manager:** Angela Wilkinson **Promotions Manager:** Jane Comber **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Production Manager:** Alan Capper **Systems:** Nic Moran **N64Pros @** IDG Media Freepost, Macclesfield SK10 4YE **T:** 01625 878888 **F:** 01625 879967 **Issue 25 on sale August 19th. Thanks to:** Jay Sharples, James Bevan, the man from Monte Carlo, miniature rugby balls & girly catches

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Nintendo 64, Official 3D Analogue Controller, RF Lead
PLUS Goldeneye (98%)

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PLUS Star Wars: Episode 1: Racer

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Nintendo 64, Official 3D Analogue Controller, RF Lead PLUS extra 3D Analogue Controller, 1 MB Memory Card and Star Wars: Epsidoe 1: Racer

**Deduct £10 off our price of any one other product bought at the same time as a Nintendo 64. Compare this deal for example:*

N64 "Fire" with Two Controllers, 1 MB Memory Card, Goldeneye plus Body Harvest ... ...£107.98 ... ...SAVE £72

Nintendo 64 Controllers

MAD KATZ STEERING WHEEL AND PEDALS ...44.99
Steering wheel and pedals for PlayStation, Saturn, Nintendo 64. 8 digital buttons and analogue foot pedals

TOP DRIVE PLUS DUAL SHOCK WHEEL AND PEDALS FOR PLAYSTATION & NINTENDO 64 ...49.99
9 button control, D-shaped wheel, stick shift, self centering technology, wheel rotation angle select. Full dual shock facility for both PlayStation and N64

OFFICIAL NINTENDO 64 3D CONTROLLERS WITH FREE 1 MB MEMORY CARD ...17.99
Available in many different colours: black, blue, green, grey, red & yellow

INTERACTOR RUMBLE VEST ...22.99
Compatible with PlayStation, Nintendo 64, Saturn and PC. Sends vibrations through the vest to give an extra dimension to gameplay

JOYTECH HI-RES 4 MB RAM EXPANSION PACK ...16.99

NINTENDO HI-RES 4 MB RAM EXPANSION PACK ...23.99
Hardware upgrade that provides an all round performance boost to your N64. Increases RAM from 4 MB to 8 MB thus allowing certain games to be played in high resolution.

ACTION REPLAY PRO ...34.99
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